OVERLOAD

STRATEGY GUIDE

OVERLOAD

OFFICIAL
STRATEGY GUIDE

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ELEVEN YEARS AGO, JUNO OFFWORLD AUTOMATION ESTABLISHED THE COLONY OF CRONUS FRONTIER ON THE MOONS OF SATURN.

TODAY IT REMAINS THE ONLY PERMANENT SETTLEMENT BEYOND THE ASTEROID BELT.

THE DISTANCE FROM CRONUS FRONTIER TO THE BELT IS NEARLY ONE BILLION KILOMETERS.

UNDER OPTIMAL CONDITIONS, A LONG-RANGE MULTI-PURPOSE SUPPLY VESSEL (MPSV) CAN MAKE THE JOURNEY IN TWO YEARS.

The story of OVERLOAD begins as the MPSV Iberia, a multi-purpose supply vessel, arrives at Ymir. Ymir is the 60th moon of Saturn and orbits at a distance of approximately 22 million kilometers.

Cronus Frontier operates an automated exploration outpost on Ymir. This outpost normally operates without human supervision, but a team arrived recently from Phoebe (another moon of Saturn) to upgrade the defenses and inspect the mine.

You are a pilot awakened from cryostasis by Mara, the synthetic intelligence construct installed in the MPSV Iberia's operating system. A distress signal from Ymir indicates that Autonomous Operators – mining robots – have started attacking colonists.

Mara informs you there is a Kodachi Light Gunship stored on the Iberia, and instructs you to enter the facility, destroy all operators, and rescue any survivors. The game starts as you are teleported into Ymir Outpost.

Welcome to OVERLOAD!

NAVIGATING IN OVERLOAD

Because you are flying with 6 Degrees of Freedom and can easily get disoriented, it may get confusing to follow in specific directions. If you find you are continually losing your way, try using larger landmarks like Energy Centers, long hallways, or even large rooms to help locate yourself on the automap.

Newer pilots can find themselves frequently disoriented, but there are a few ways to check your current orientation. One way to help you orient correctly is to look at the automap (by default [Tab] will bring it up) to see the position of your ship. The automap itself will always have 'up' and 'down' correct, even if your ship is upside-down.

You can center on your Kodachi Gunship in the automap using the Boost button. You can rotate with 'look' controls and zoom in and out on the ship to gain your bearings. If the cockpit and ship's spoilers are facing 'upwards' (the top of the cockpit has about a 45 degree slant), you are facing upwards in relation to the facility.

Another way to find orientation is to look at signs and monitors nearby. If they can be read without having to reorient your ship, you are facing upwards. Lava will always either be on the ground or flowing toward the ground. Autonomous Operators (Auto-Ops) will also prefer upright orientation, though they will generally rotate to face you, so this will be less reliable than the other two methods.

While correct orientation can be nice when trying to find your way, do not be afraid of flipping upside down and every which way to give yourself the advantage in combat. You can always reorient after the fight is won or after retreating towards safety.

If you become completely lost or just want to make things simple, the Hologuide (default key: [Z]) can be a useful tool in finding your way to the next objective or some valuable resources. It isn't advisable to rely too heavily on it, as the Hologuide can't find secrets and is unavailable in most of the later levels and New Game+.

HEADS UP DISPLAY

1 - RETICLE
The reticle indicates your weapon status at a glance. Based on the shape of the center, you can tell which weapon you have equipped, and the diamond-shaped secondary weapon indicators alert you to the firing status of the equipped secondary weapon.

The blue counter near the top indicates your Armor, while the counters to the left/right track your Energy/Ammo (depending on the weapon) and Secondary ammo.

2 - GUNSHIP STATUS
Track your Armor (blue), Energy (yellow), Ammo (gray), and Boost (bottom) amounts. When your Armor or Energy begins to run low, there will be additional warning indicators.

3 - ADDITIONAL INFO
Track your Auto-Op destruction count, and XP totals. Except for the 1st mission, these elements are not critical.

4 - PRIMARY WEAPONS
Indicates your equipped Primary Weapon (including Upgrades), along with displaying other available Primary Weapons in the icon list below. When you cycle through weapons, they will use the order shown in the icon list.

Above and to the left of the weapon name, your gunship's security level (for the current facility) is shown, along with your total Upgrade and Super Upgrade Points collected.

5 - SECONDARY WEAPONS
Indicates your equipped Secondary Weapon and ammo amount, as well as Upgrades (if applicable). The second list below has an additional function, as the relative ammo count is shown as a small bar below each Secondary's icon.

[NOTE: When you hold the Primary/Secondary switch button, the displays are replaced by a radial selection menu.]

POWER-UPS

ARMOR, ENERGY, AND AMMO
These three keep your gunship well-stocked for combat. Though you can survive without Energy or Ammo, your ship will explode when your Armor is depleted. Note that when your Energy reserves are depleted, you can still fire Energy weapons at a reduced rate.

MISSILES AND SUPER MISSILES (Falcon shown)
Secondary Weapons provide extra firepower, and are generally unnecessary when encountering isolated Auto-Ops. Use them to keep the upper hand in harder fights. Super Missiles provide a full load of missiles, even exceeding the normal capacity.

PRIMARY WEAPONS (Impulse and Driller shown)
Weapons acquired in the field can be used immediately. The more weapons you have, the more options you have in combat. Collecting a Primary Weapon also gives you a small amount of Energy or Ammo.

LOG ENTRIES
The Log Entries play Audio Logs of the colonists. While these will not help you in combat, collecting them will help you uncover the full story of Cronus Frontier.

SECURITY KEYS
Collecting Security Keys will increase your security access and allow you to enter locked Security Doors that lead deeper into the Cronus Frontier facilities. Security Keys do not need to be collected in a specific order.
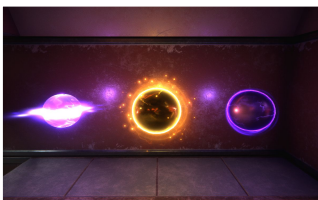
OVERDRIVE, INVULNERABILITY, AND CLOAK
These provide you with powerful temporary abilities. Try to collect them prior to entering an especially tough area, such as a Reactor or lockdown room as they take effect immediately.

UPGRADE AND SUPER UPGRADE POINTS
These two power-ups are necessary for upgrading your ship and weapons. Most will be scattered and hidden throughout the facilities, though a few are awarded for rescuing all survivors and escaping the facility.

LEVEL OBJECTS

Energy Centers refill the player's Energy up to 100 when needed.
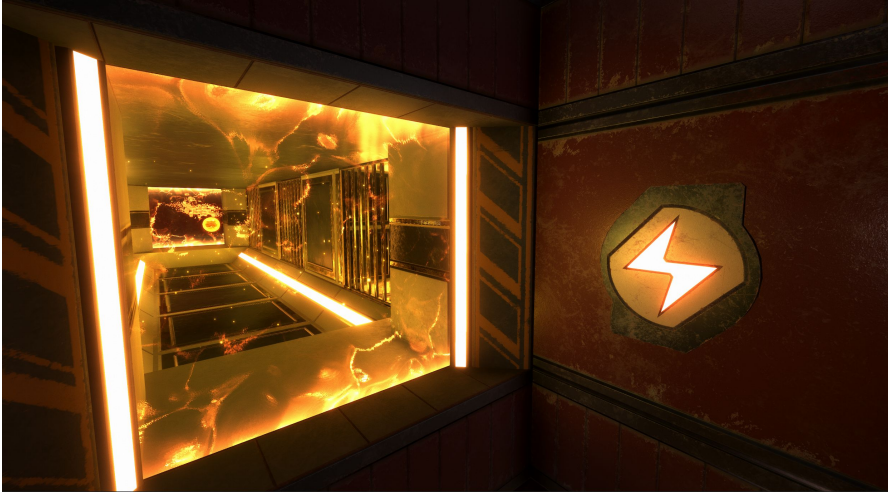
Switches are generally tied to locked doors and need to be destroyed to unlock them.

Reactors power the main facility, and will destroy their entire complex if they are overloaded.
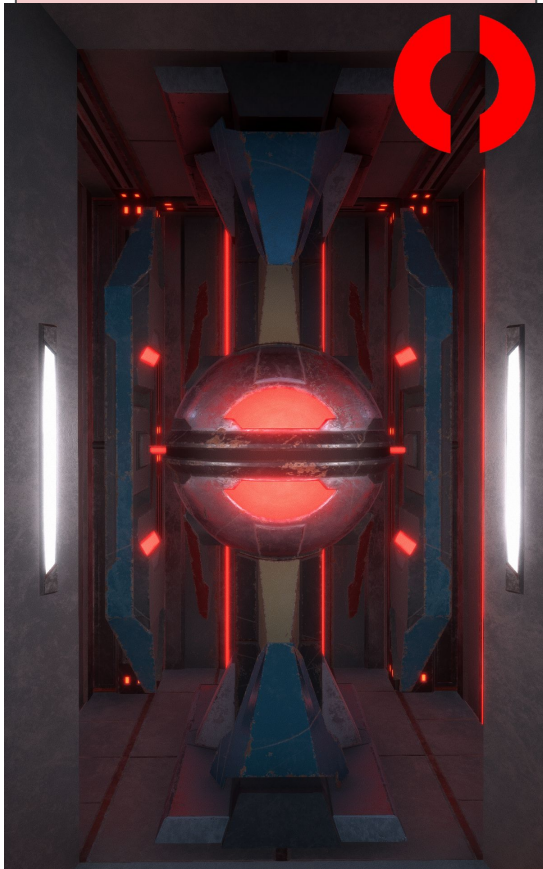
Exit Tunnels are used to escape the facilities after overloading the Reactor, as its destruction causes an Electromagnetic interference field, preventing teleportation.

Fabricators will endlessly produce Auto-Ops. They can only maintain a certain number at a time, but they will keep producing up to this number until the Fabricator is destroyed.
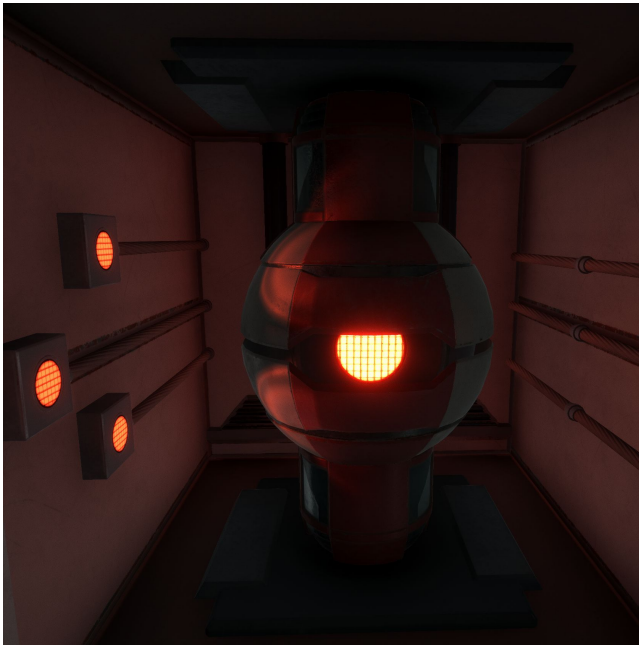
Power Cores are used to power local force fields, and must be destroyed to get past them.

Force fields are used to protect certain areas and objects, such as Fabricators and Reactors.
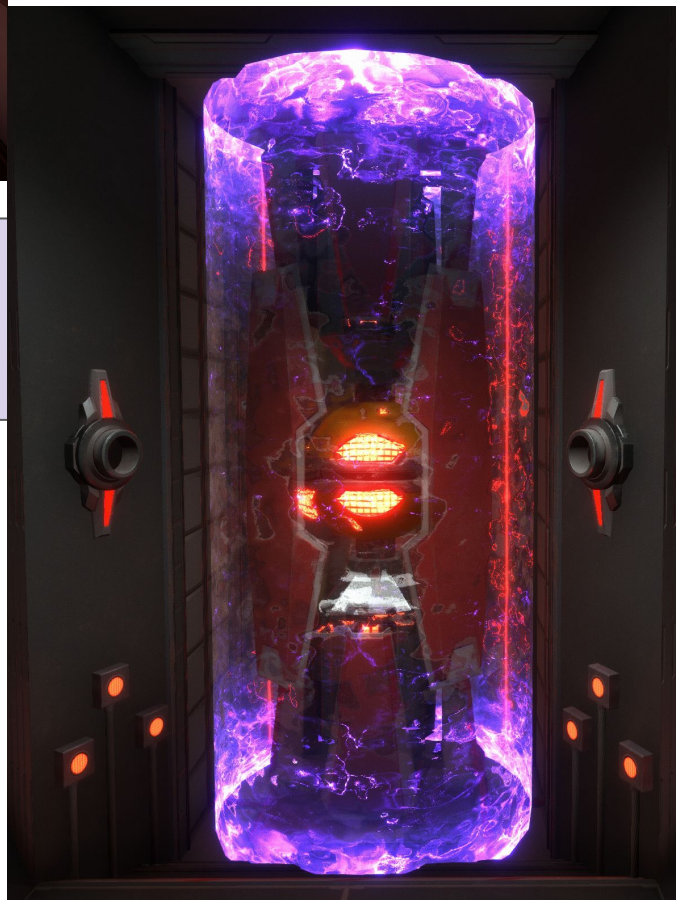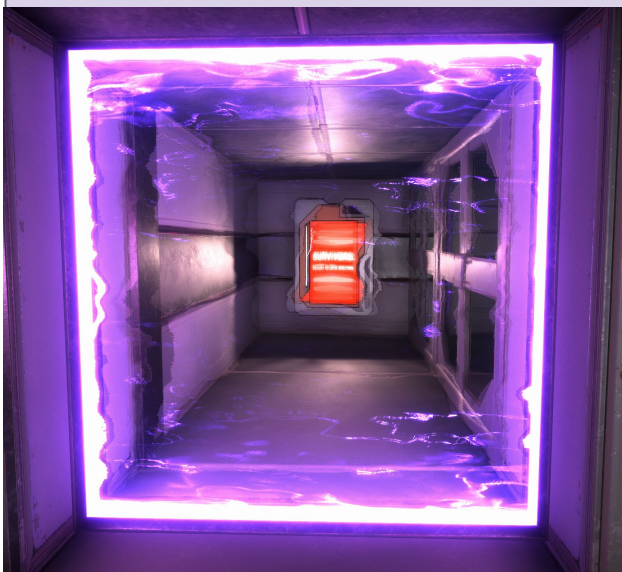
TRAINING SIMULATOR

* In the first room you can use the missile select button to invert pitch direction if you like (this behavior will *only* occur in this room, until you exit it).
* The second room has an enemy auto-op to showcase basic combat, some more weapons, and a hidden item.
* The third room shows how Boost and Switches work. Iit also has some hidden Creepers in the ceiling.
* After the fourth room, try flying/shooting forward instead of descending the shaft. This secret room has *another* secret in it, straight ahead of where you entered it.
* After this, pass through the Energy Center to the cave section, and defeat two more enemies to get to the final room.
* Kill the last three enemies, collect the key, and take the exit out of the level.

This training simulation helps new pilots acclimate themselves to the game's flight controls along with some of the general mechanics. It is a simple level designed to teach new players about gameplay basics, and is very linear.

It also gives a good introduction to secrets, as the level is small, so they are relatively easy to find. If you can hunt down all of the secrets in this map, you should have a good idea on how to find them in more complex levels.

Secrets: 3x Creepers, 2x Hunters, Driller

Secrets	6
Upgrades	N/A
Super Upgrades	N/A
Cryotubes	N/A
Log Entries	N/A
Monitors	N/A
Keys	1
Auto-Ops	10

CRONUS FRONTIER

YMIR OUTPOST

MISSION 1

Ymir Outpost wasn't designed with long-term habitation in mind, as evidenced by the incomplete Cryotube Chamber, lack of a path to the structure's Reactor, and the overall small size of the facility. Most of the time, Ymir is only populated with the Auto-Ops meant to maintain basic operations.

Note: After all Auto-Ops are destroyed, you will be automatically teleported out of the level. If you want to go back and search for secrets, be sure to do so before killing the last few enemies.

Secrets	15
Upgrades	6
Super Upgrades	0
Cryotubes	0
Log Entries	7
Monitors	12
Keys	2
Auto-Ops	40

OBJECTIVE: NEUTRALIZE ALL OPERATORS

FIRST SECURITY KEY:

In order to complete this mission, you will need to destroy *all* enemy Auto-Ops in the facility. It is not required to destroy them in the order that you encounter them, but if you choose not to, they may overwhelm you later in large swarms.

Fly straight through the narrow hallway to the door. Unlocked doors can be opened with weapon fire, flares, or by simply getting near enough. After passing through the door, fly up the vertical shaft to enter a large low series of rooms. Fly forward through them to another door.

There are four Goblin-class Auto-Ops on the other side of this door who will engage in combat as soon as they detect you. Destroy these and continue to the far-right vertical chute in the floor. Fly to the ground level of this chute and continue on to find the room containing the first Security Key. Collect the key, which is guarded by two Gorgons; destroy them and any other Auto-Ops.

Opposite the first Security Key is the Ymir's Cryotube Chamber. As it is unfinished, there are no functioning Cryotubes with survivors to rescue, but be sure to remember what this unique doorway looks like for identifying them in later facilities.
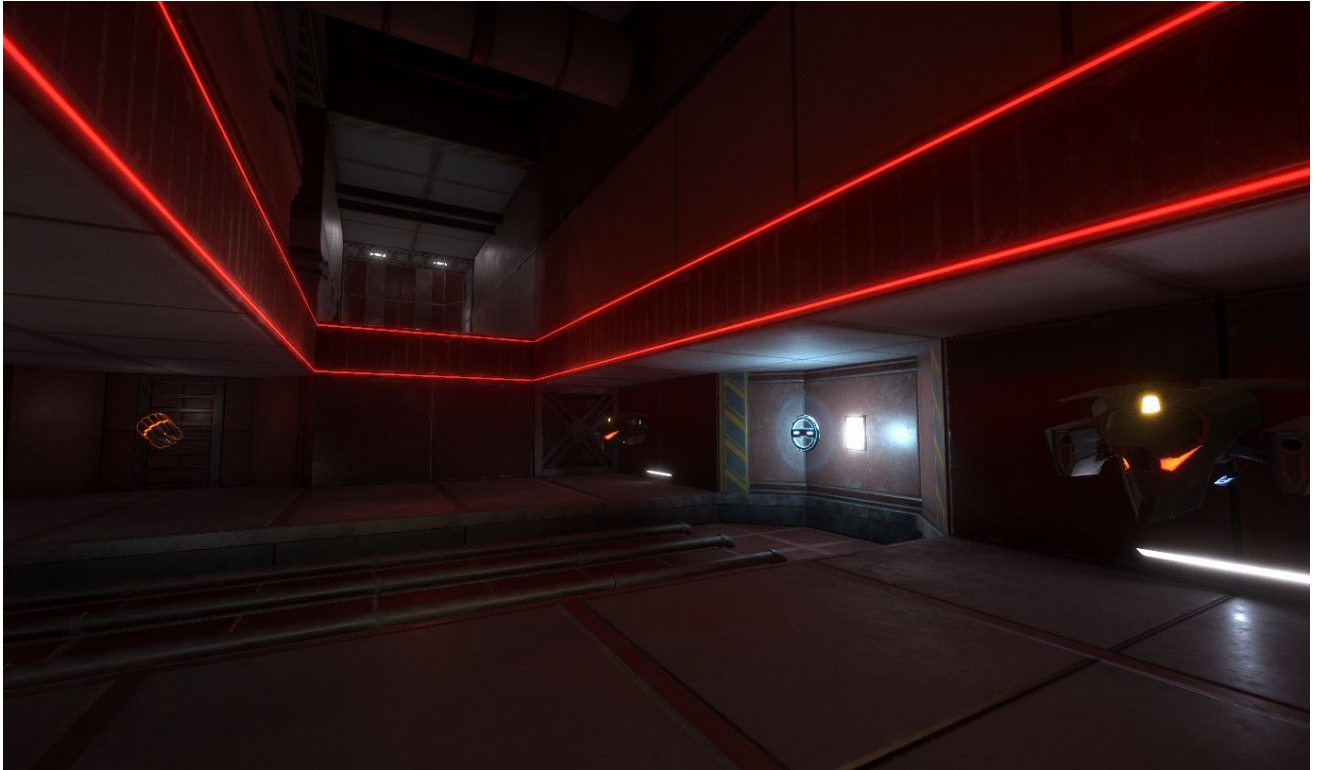
SECOND SECURITY KEY:

Fly back to the bottom of the chute in the previous room and take a right (don't go back up) towards the now unlocked bluish-white Level 1 Security Door. After passing through the door, you will find a large cavernous area. Proceed down this drop, being careful of the lava. Touching it or being too close when firing weapons will cause damage to your ship.

To the left at the bottom of the drop is a small alcove with an Upgrade Point guarded by a Goblin. Follow the lava in the other direction to proceed. The Level 2 Security Door will be to your right along this path, but it is locked, so continue following the lava left past the door. At the end of the lava cave there are two tubes on the right; take either one and follow the connecting tubes until you reach a curved hallway.

Follow the hallway to find two Gorgons guarding a pair of doors. Continue through either door, flying down and destroying the Auto-Ops. If you're running low on Energy, you can enter the Energy Center here for a quick recharge. Continue forward down the hallway until you reach the Emergency Exit between two pillars. On the wall opposite of the Emergency Exit are two doors. Enter either one to find the Second Security Key being guarded by a pair of Ogres and and a pair of Goblins.
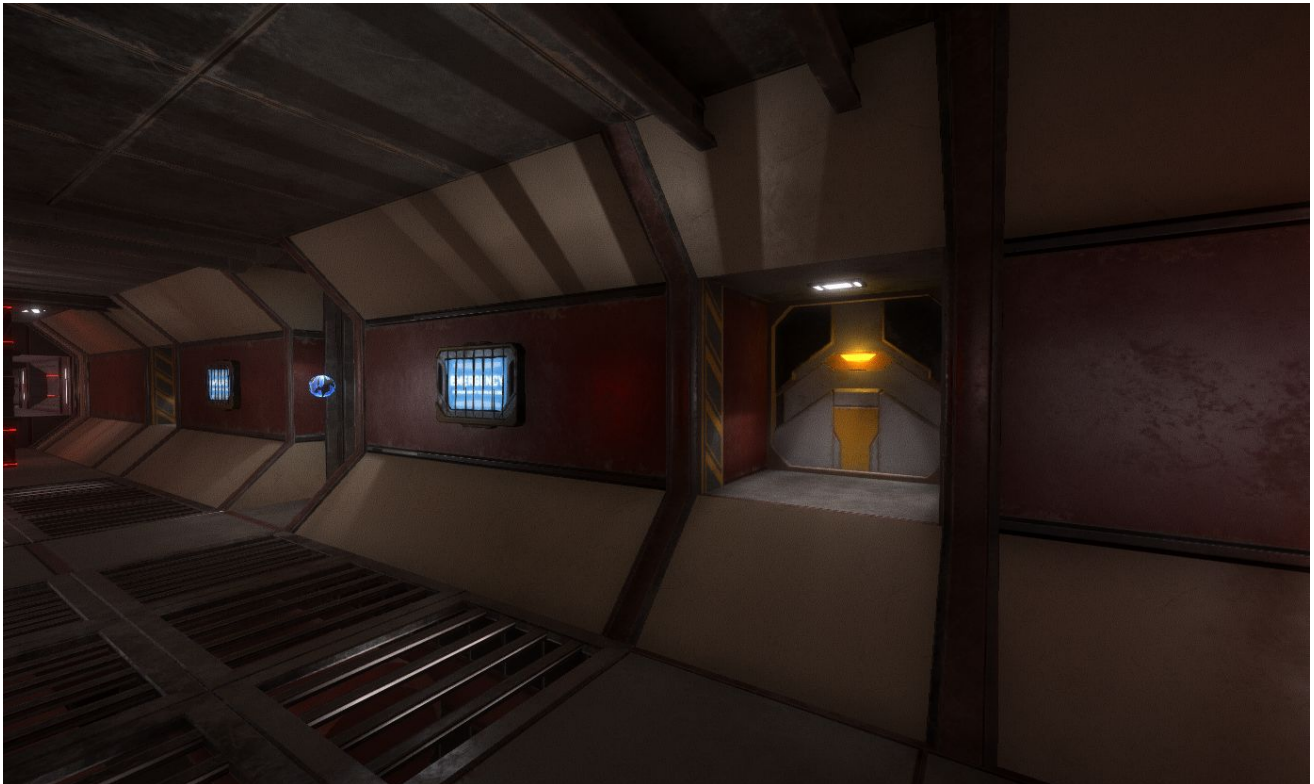
LEVEL COMPLETION:

Exit the room that held the Second Security Key and turn right to continue down the hall. Destroy any Auto-Ops that remain; at this point all Auto-Ops that are still functioning will actively pursue you.

If you destroyed all enemies on the way here, the final Auto-Op will be in front of the Level 2 Security Door. Once all Auto-Ops have been destroyed, Mara will indicate that you should leave, but that she can't extract the ship due to interference. You must get closer to the surface (fly towards the top/beginning areas of the facility).

Note: Once the last Auto-Op is eliminated, or if you wait too long before destroying it, you will no longer be able to explore the upper areas for missing secrets or power-ups.

Proceed through the Level 2 Security Door to re-enter the lava cave. Follow the left lava path, backtracking towards the Level 1 Security Door. Fly up the drop, towards the grate in the ceiling through which you can see stars. As you approach it, Mara will indicate the ship is locked on and will then teleport you back to the Iberia. If you are having difficulty finding your way to the surface, you can deploy the Hologuide (press [Z] by default) to lead you to the surface.
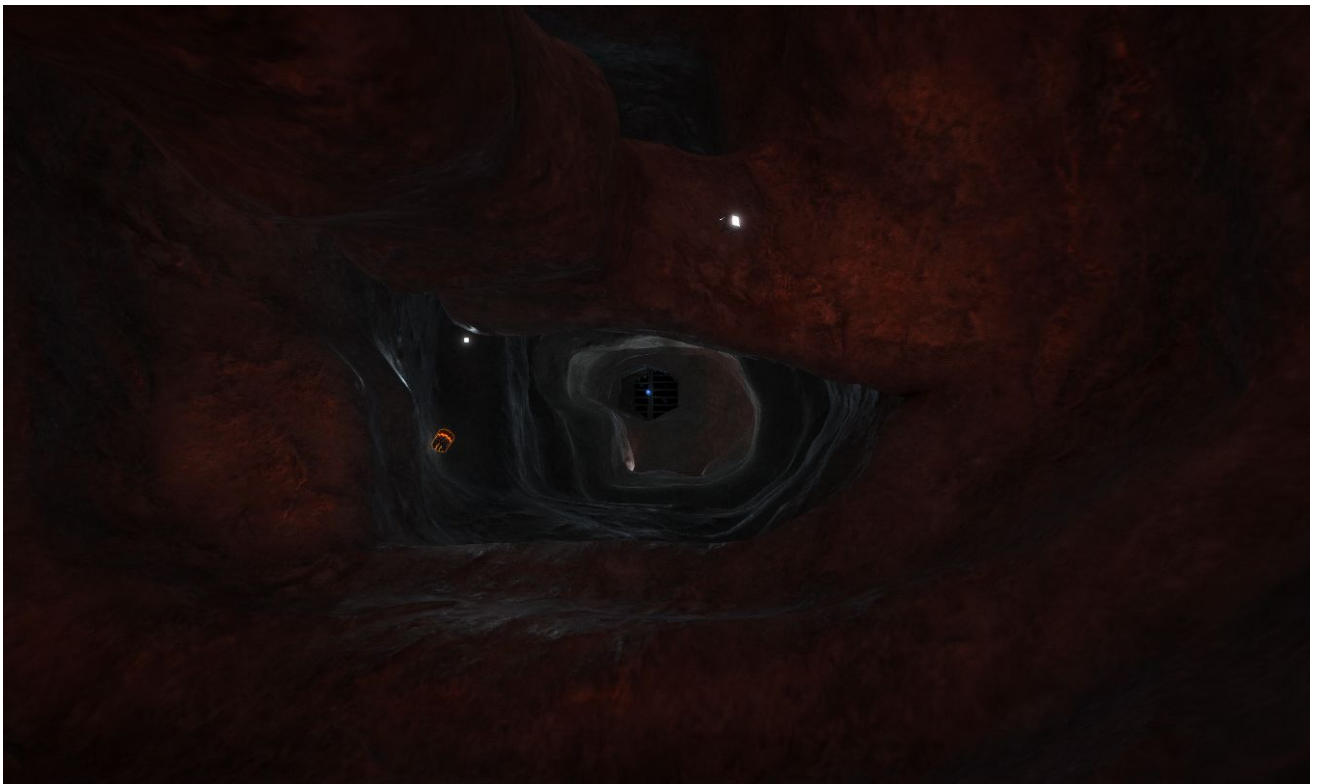
YMIR OUTPOST SECRET LOCATIONS

No Keys Required

Armor
Behind the secret door in the floor, just in front of the player's start location

Upgrade Point 🔴
Destroy the Switch in first Auto-Op room to find it in front of and below the Switch

Hunters
Behind the secret door in the alcove behind a Gorgon, across from previous secret

Level 1 Security Access Required 🔵

Upgrade Point
Down the drop past the first Security Door, in a small alcove near the lava

Log Entry
In the ceiling above the lava, near second Security Door

Cyclone
Behind the secret door in the floor of the tubes, past the lava (first tube on the left)

Hunters
Behind the secret door at the end of the central tube, past the lava

Super Falcons
Behind the secret door in the ground by the double doors, before the Energy Center

Log Entry
Behind the secret door near the Second Security Key

Upgrade Point
In the same hidden area as the previous secret

Energy
Behind the secret door in the ceiling near Security Door 2 (the Switch here unlocks the next four secrets)

Hunters 🔴
Behind the secret door in the ceiling near the Emergency Exit (unlocked by the previous secret)

Upgrade Point
In the same hidden area as the previous secret

Log Entry
In the same hidden area as the previous secret

Armor
In the same hidden area as the previous secret

YMIR OUTPOST MONITOR LOCATIONS

No Keys Required

- On top of the first vertical shaft, after the first hallway
- Near the fans in the main large room (x2)
- Beyond the pillar after entering the room with Auto-Op
- In the wall of the chute, towards the first Security Key
- In the wall by the Cryotube Chamber (x2)

Level 1 Security Access Required

- Near the Energy Center
- In the hallway before the Second Security Key (x2)
- Behind the secret door near the Emergency Exit (unlocked by the Switch near the Second Security Door) 🔴

YMIR OUTPOST LOG LOCATIONS

No Keys Required

- On the top level of the first Auto-Op room, near the fans
- In the Cryotube Chamber near the Level 1 Security

Level 1 Security Access Required

- In the ceiling above the lava, near Security Door 2
- Within the tubes after the lava caves
- Dropped by a Gorgon at the end of the tubes, after the lava caves
- Behind the secret door near the Second Security Key
- Behind the secret door near the Emergency Exit (unlocked by the Switch near the Second Security Door) 🔴

TARVOS
OUTPOST

MISSION 2

Tarvos was the first outpost established for automated mining. Unlike Ymir, however, there is generally a larger presence of personnel, so the Cryotube Chamber at this location has been made functional.

This installment has multiple connecting rooms and pathways, with many locked and secret doors spread throughout the facility. The Reactor room is guarded by military grade Auto-Ops, surrounded by a lava pit.

Secret level teleporter detected: **Caverns**

Secrets	16
Upgrades	6
Super Upgrades	0
Cryotubes	4
Log Entries	7
Monitors	10
Keys	2

OBJECTIVE: OVERLOAD THE REACTOR

FIRST SECURITY KEY:

From the starting hallway, fly straight towards a long chute, where two Ogres will be waiting on the right. Continue all the way down the chute, entering the cave area where there are three Auto-Ops. The door to the back right of the cave is the only currently unlocked new route, so proceed through the hallway to another cave section.

The Emergency Exit is located above you (though currently locked) and the Cryotube Chamber is accessible from the ceiling to your right. The door to the left (from when the room is entered) leads to the area with the first key.

Enter this door, indicated by the arrows along the wall. Continue through this room and enter the next, larger room. Fly forward past the pillar and enter the hallway on the right. Follow the 'U' shaped hallway to the end, where the key will be found on the left. Watch out for the ambush here, which will unleash multiple hidden Auto-Ops.
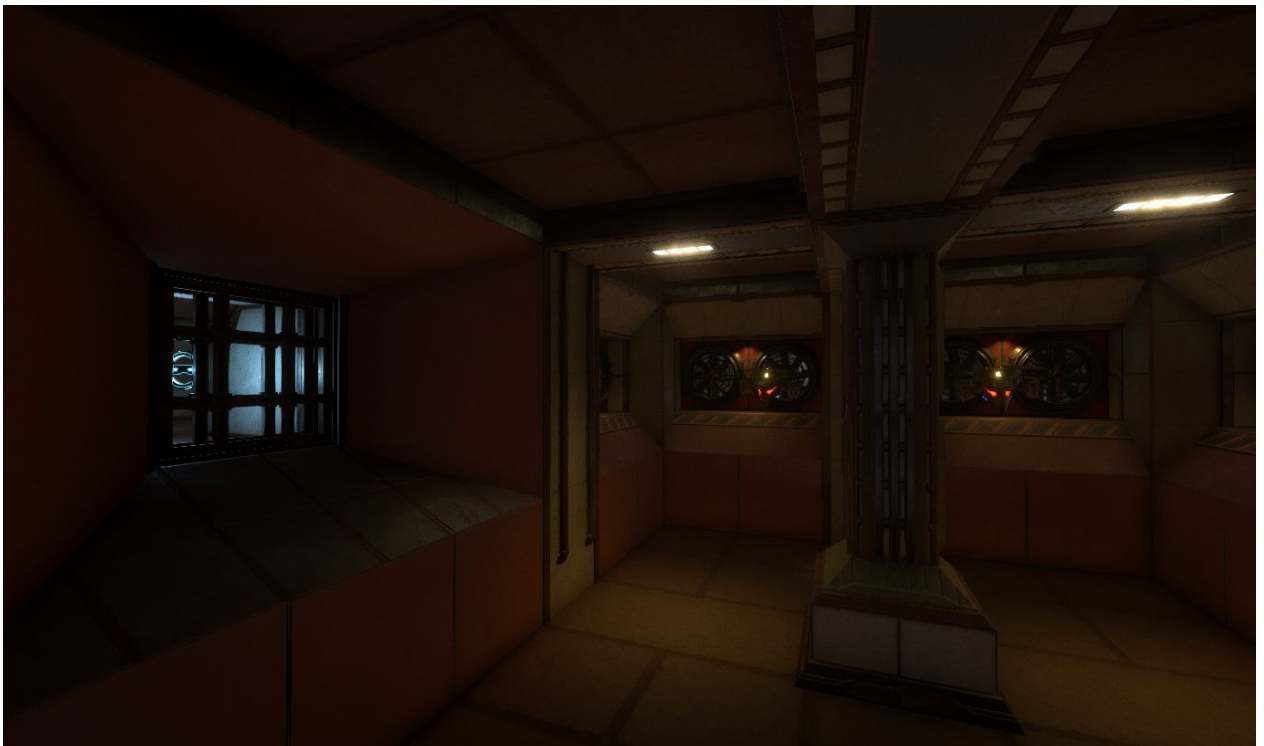
SECOND SECURITY KEY:

Backtrack down the 'U' shaped hallway to the entrance of the room, and continue through the door. Pass through the other room, emerging in the cave area again. A Scorpion Auto-Op will pounce on you here, unleashed through the previously locked door.

Continue straight ahead through this new secret passage into the first cave area. Take a right through the area towards the first Security Door. Enter it to encounter another Scorpion. Continue through the next door to a large room with multiple Auto-Ops.

Locate the door in the floor to progress to another room with multiple Auto-Ops. In the center pillar below you, there is a small entrance. Enter this small area and follow the arrow up the pillar to obtain the second Security Key.

Destroy the Scorpion that ambushes you through the locked door in the floor. Enter where he came from to get the Cyclone, and then exit the pillar, proceeding straight through the Level 2 Security Door. Turn right through the door to find multiple Auto-Ops.
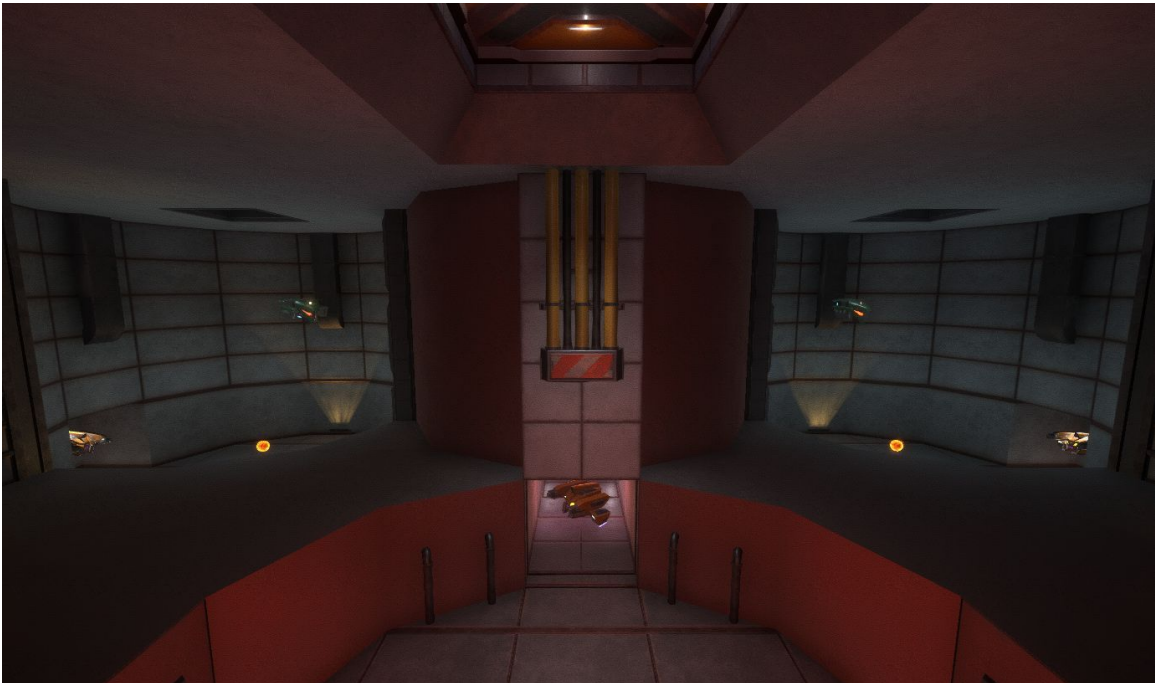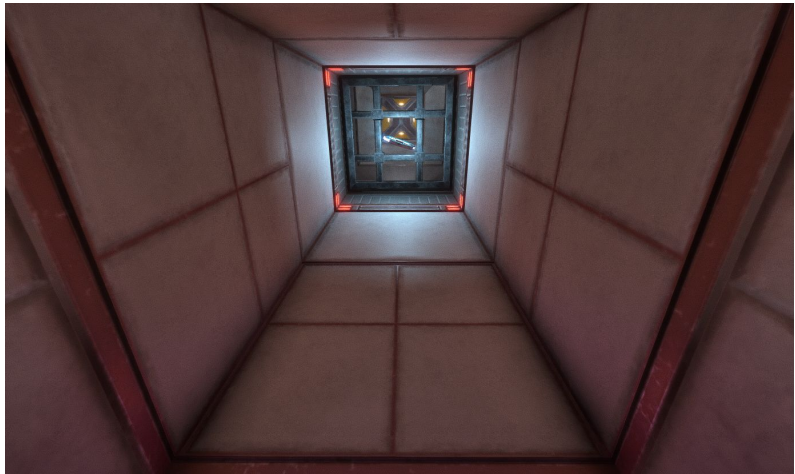
REACTOR ROOM:

Follow the hallway forward to the circular area, clearing out Auto-Ops along the way. Rise up and to the left toward the door to get to the next area. Continue through the hallway with the Energy Center and enter the door. If you enter the room to your right in this curved hallway, you'll be introduced to your first Fabricator. They can produce unlimited enemies, though each one will have a maximum number spawned in at a time. Destroy it to stop the enemies from being created.

Back in the previous room, follow the path of the curved hallway to the door to a cavernous area. Fly through, going down and to the left to find the door to the Reactor room. The Reactor room has four Gorgons, two Ogres, and one Scorpion. The Reactor is visible from the opposite side of the door and there is an Overdrive power-up at the top of the room in a hidden door.

After the Reactor is destroyed, the Emergency Exit above it will open (be patient, it takes a few seconds for it to open once the Reactor health reaches zero). Follow the chute up through the first cave area to proceed through the Emergency Exit.
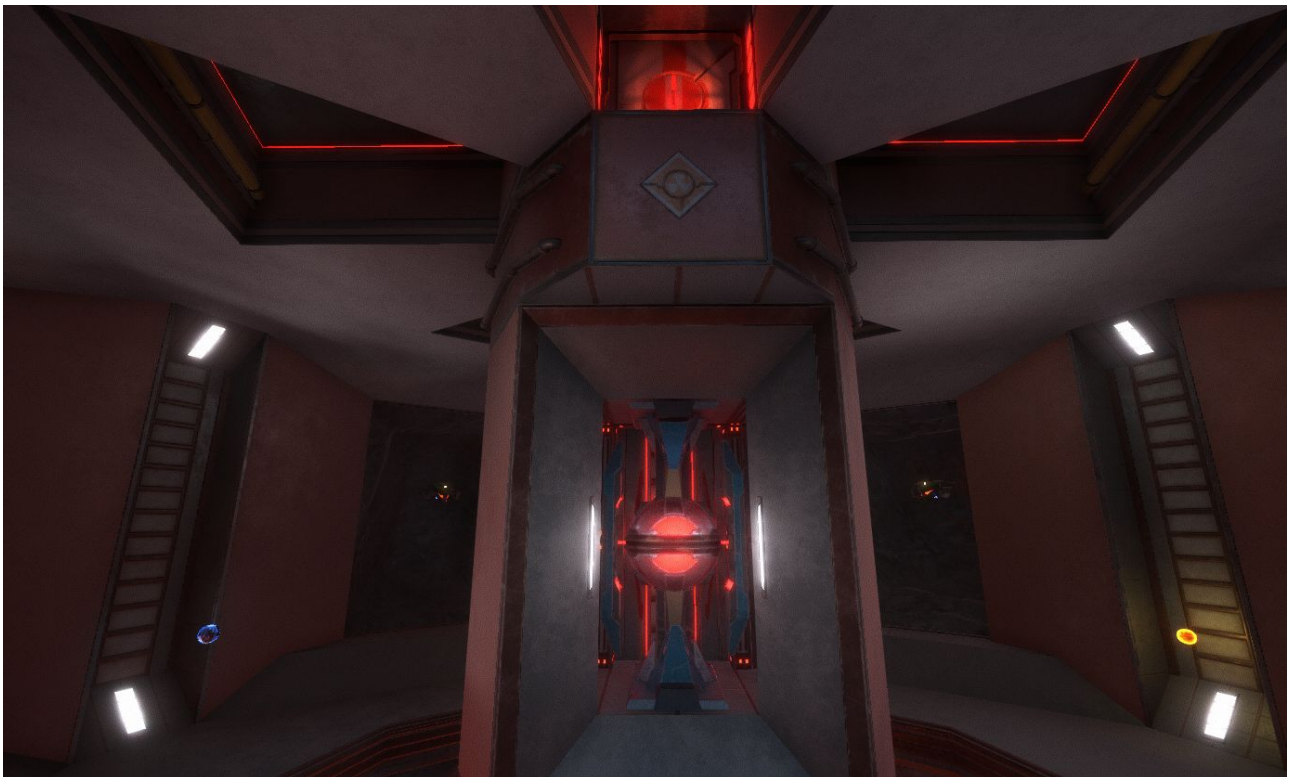
TARVOS OUTPOST SECRET LOCATIONS

No Keys Required

Upgrade Point 🔴

Locked door at the start, Switch in front and below the spawn

Hunters

In the ceiling at the end of the hallway past the first door

Falcons

In the wall near the Cryotube Chamber

Missile Pods

Secret room in the floor, by the start of the room containing the first Security Key

Energy

Same hidden area as previous secret

Upgrade Point

Same hidden area as previous secret

Armor

Same hidden area as previous secret

Log Entry

Same hidden area as previous secret

Level 1 Security Access Required

Hunters

Secret door in the floor, on the left side of the room with the second Security Key

Missile Pods

Secret door in the floor, on the right side of the room with the second Security Key

Secret Level Teleporter 🔴 🔴

Just below the second Security Key, opened with Switches near prior two secrets

Level 2 Security Access Required

Log Entry

Secret door past the second Security Door

Overdrive

Same hidden area as previous secret

Upgrade Point

In an angled door above a monitor, in the room with the Energy Center

Driller

In the caves before the door to the Reactor room

Upgrade Point

In the Reactor room, behind a pillar along the cave walls

Overdrive

In the Reactor room, opposite of the locked Emergency Exit door

TARVOS OUTPOST MONITOR LOCATIONS

No Keys Required

- Down the first hallway by the two Auto-Ops on the right

- Behind the pillar near the Cryotube Chamber

- On right side of the hallway toward the first Security

- Next to the first Security Key

Level 1 Security Access Required 😑

- In the first room after the first Security Door

Level 2 Security Access Required 😑😑

- On the left after the second Security Door

- Near the Energy Center

- Along the right wall, past the Energy Center room (x2)

- In the floor of the secret room near the entrance of the room containing the first Security Key

TARVOS OUTPOST LOG LOCATIONS
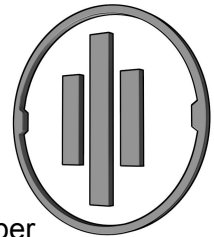
No Keys Required

- In the second cave section on the ground near the Cryotube Chamber

- In a Gorgon, hidden within a locked door in the hallway before the first Security Key 🔴

- In a secret room in the floor, near the entrance of the room containing the first Security Key

- In the room with the first Security Key, past the central pillar

Level 1 Security Access Required 😑

- In the floor by the second Security Key (within the Scorpion ambush door)

Level 2 Security Access Required 😑😑

- Behind secret door past the second Security Door

- In the last cave area before the Reactor room

SKOLL OUTPOST

MISSION 3

Skoll is an automated mining outpost characterized by winding hallways and branching paths.

While following the main path is straightforward, many secrets can be found hidden away in side areas. The Reactor room is in a cave protected by two shielded Auto-Op Fabricators. The shields are powered by the Reactor itself, so the Fabricators cannot be destroyed until the Reactor is.

Secrets	15
Upgrades	7
Super Upgrades	0
Cryotubes	3
Log Entries	8
Monitors	7
Keys	2

OBJECTIVE: OVERLOAD THE REACTOR

FIRST SECURITY KEY:

Start in a hallway and proceed forward towards the long chute. Descend the chute while warding off the pair of Goblins. At the bottom is a Level 1 Security Door guarded by a Gorgon. The door on the right leads to a long hallway with multiple enemy Auto-Ops, power-ups, and an Energy Center. Continue down the linear path of the curved hallway until the large room is reached.

Turn right in this room and proceed past the pillar to retrieve the key.
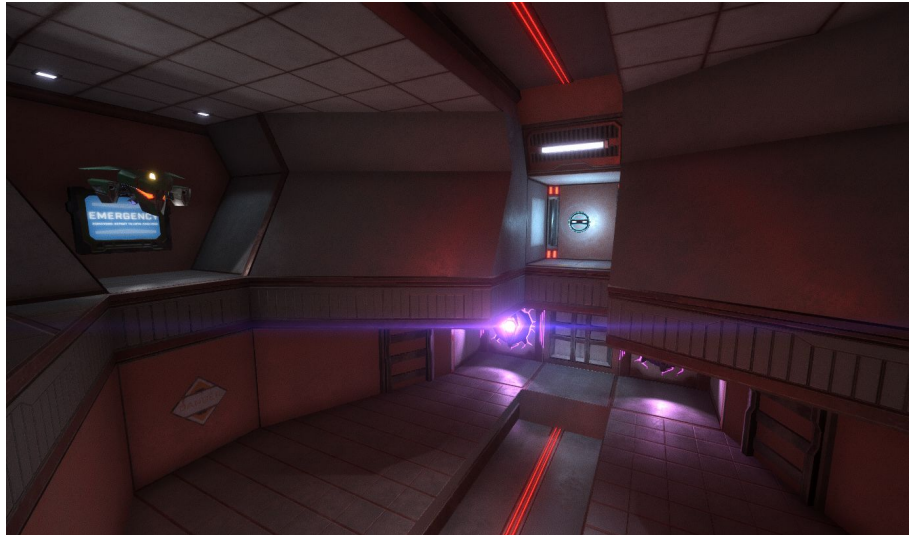
SECOND SECURITY KEY:

From the first key, turn around to face the middle of the room, across which you should see a Security Level 1 Door. Fly through the door and enter the natural area. Take a left to enter a tall room. Fly up into this shaft and look across the room to the end of the bridge to find a Kraken guarding the second key. Fly forward and collect the key.

REACTOR ROOM:

Backtrack a bit, descending to the lower area under the bridge and back into the small cave section behind the Level 1 Security Door. This time, take the door that you ignored the last time (to your left). Drop down through the hole in the floor.

To the right is the Level 2 Security Door, which will lead to a larger area with a number of Auto-Ops. Proceed through the door in in the floor towards the center of the room, and head down the long chute.

Follow the pipes on the floor to the other side of the room, leading to a cavernous area. Proceed downward into the caves until reaching lights on the ceiling. Fly through the area until the you get to the Reactor.

Note that the Fabricators guarding the Reactor are shielded, and cannot be damaged unless their power source (the Reactor itself) is destroyed. Overload the Reactor and follow the path back through the cave. Once the cave entrance is found, fly straight up and continue ascending until the Emergency Exit is reached.
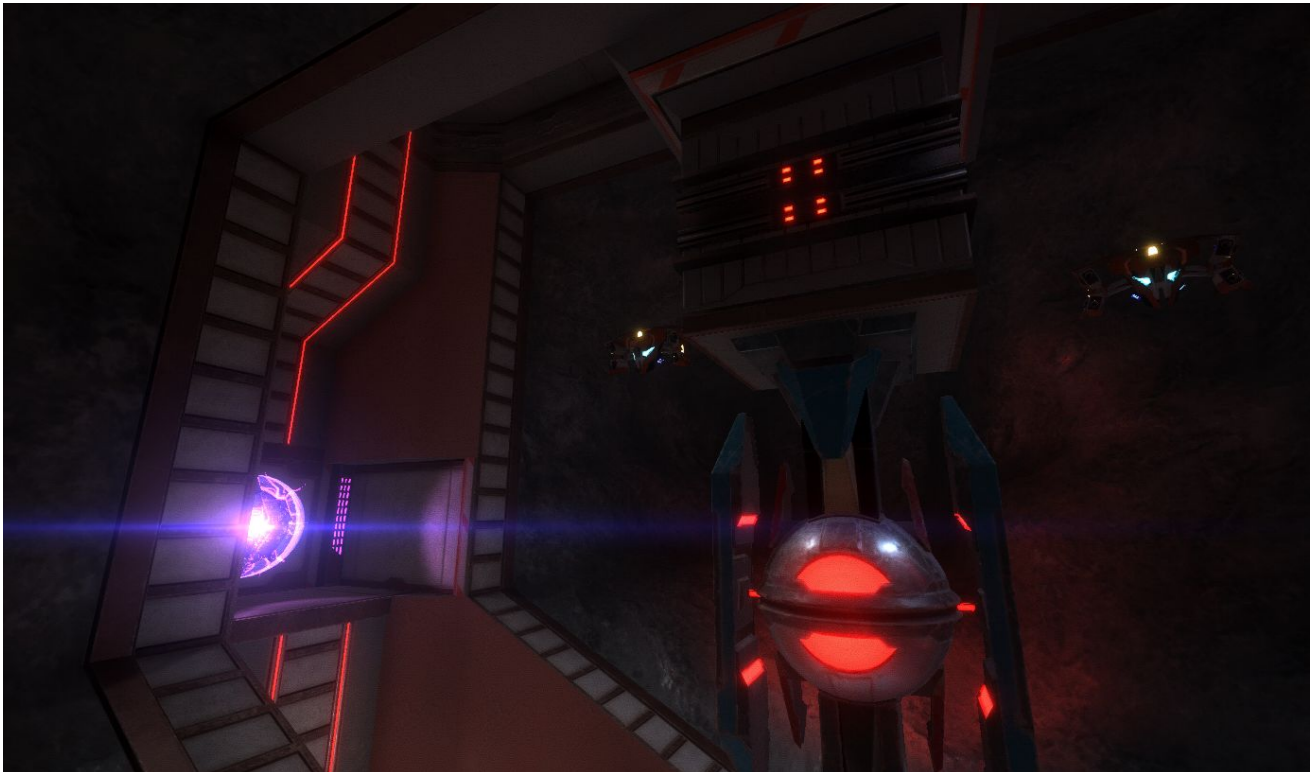
SKOLL OUTPOST SECRET LOCATIONS

No Keys Required

Hunters
To the left of where the ship first spawns (door in the ceiling)

Hunters
Behind the secret door in the ceiling, near Energy Center near the start of the level

Missile Pods
Behind the secret door in the floor, to the right of the first Security Key, in the hexagonal wall

Super Falcons 🔴
In a secret room in the ceiling of the first Security Key room (use Switch in this room)

Upgrade Point
In the same hidden area as previous secret

Log Entry
In the same hidden area as previous secret

Level 1 Security Access Required ⊝

Reflex
Behind the secret door near the second Security Key

Super Missile Pods
Behind the secret door on the ceiling (in the right corner after the door near the second key)

Hunters
Behind the secret door in the ceiling near the Cryotube Chamber

Falcons
In the floor down below near the Cryotube Chamber

Super Hunters
In the secret room in the floor near the second Security Door

Log Entry
Same hidden area as previous secret

Level 2 Security Access Required ⊝⊝

Upgrade Point
In a secret room in the ceiling past the second Security Door

Upgrade Point
Floor in the lockdown room, unlocked after lockdown completion

Overdrive
In the ceiling on the right side after the long drop hallway before the Reactor room

SKOLL OUTPOST MONITOR LOCATIONS

No Keys Required

- Down the first chute on the left.

- Left side by the Energy Center
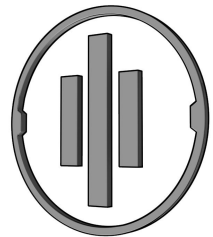
- Near the first Security Key

Level 1 Security Access Required

- In the long room by the Cryotube Chamber, after the second Security Key

Level 2 Security Access Required

- Left side after entering the second Security Door

- In the lockdown room after the second Security Door

- In the secret room in the floor near the second Security Door

SKOLL OUTPOST LOG LOCATIONS

No Keys Required

- In a secret room in the ceiling of the first Security Key room, Switch to the room is also in that room

Level 1 Security Access Required

- Inside a Gorgon, at the ambush near the second Security Key

- Room outside the Cryotube Chamber, through the door on the floor by the second Security Key

- In the Cryotube Chamber, through the door on the floor by the second Security Key

- Inside a Scorpion near lava in the room with the Fabricator, near the level 2 Security Door

- In the secret room in the floor near the second Security Door

Level 2 Security Access Required

- Inside a Goblin, in a secret room in the ceiling past the second Security Door

- Right side after the long drop hallway before the Reactor room

PHOEBE REFINERY

MISSION 4

Large sections of dark caves will make this facility difficult to navigate without using headlights or flares. And even with additional light sources, the twists and turns can get an experienced pilot turned around.

Look for landmarks, create your own with sticky flares (hold the 'launch flare' key), and place a marker on the Automap to assist in navigation.

The Reactor room is heavily guarded by three Auto-Op Fabricators. Prepare for Auto-Ops to have significantly stronger armor and firepower here.

Secret level teleporter detected: **Backfire**

Secrets	16
Upgrades	7
Super Upgrades	2
Cryotubes	3
Log Entries	7
Monitors	9
Keys	3

OBJECTIVE: OVERLOAD THE REACTOR

FIRST SECURITY KEY:

You start at the top of a large chute, the first of three in this facility. Descend until just above where the caves begin. There are two entrances to the cave at the bottom of this chute. In one entrance, the Level 2 Security Door is visible; use the other entrance to the right and proceed into the dark cave.

Headlights and flares will be helpful in navigating the caves at this point. Proceed to the right through a narrow cavern - there will be a Scorpion Auto-Op on the left. Continue forward through this cavern until an opening in the cave is found.

Fly down and look for a structure on the right side where an Ogre guards the entrance. Enter here and fly all the way up to the top of the chute to find the first key.

SECOND SECURITY KEY:

Fly back down to the entrance of the chute at the bottom and re-enter the cave. Continue forward and then straight up along the wall. There will be a log entry here at the entrance to another narrow path. Follow this cavern and watch out for another Scorpion ambush on the left.

The cavern bends down slightly into a clearing, where another pillar is visible. Proceed upward, following the central pillar. Mid-way up, there is another pillar visible on the opposite end of the room. Move towards it and locate an opening in the ceiling to enter the pillar itself. Move down this pillar to find the second Security Key.

THIRD SECURITY KEY:

Fly back to the caves at the bottom of the central pillar and begin backtracking to the Level 2 Security Door that was mentioned earlier. Multiple paths will lead back to the Security Door; follow the directions below to find your way back, but don't hesitate to use the hologuide or Automap if a wrong turn is taken.

One path to the door is to look through each cave entrance at the bottom of the central pillar to find a path of lava. Fly towards the lava and follow the path, continuing straight past the pillar. You will arrive to another pillar and a fork, take the path to the right to enter the chute you started in again.


Fly up to the two cave entrances. Enter the caves where the Level 2 Security Door is visible, and continue through the door leading to a large clearing in a new cave. Fly up, and turn back around to find multiple Auto-Ops in a room. Enter to find the third Security Key in the floor between the two Auto-Op Fabricators.

REACTOR ROOM:

Proceed back to the cave area and fly down to the bottom to find the Level 3 Security Door. This leads to the Reactor room. Continue flying down to the bottom level of the room to find the Reactor near three shielded Auto-Op Fabricators.

An Invulnerability power-up can be found in a secret door above the Auto-Op Fabricator opposite the Reactor, if you are having a difficult time. Overload the Reactor and fly up to the top of the room through the same Level 3 Security Door originally entered. Continue flying up through this cave to find the Emergency Exit and escape the facility.
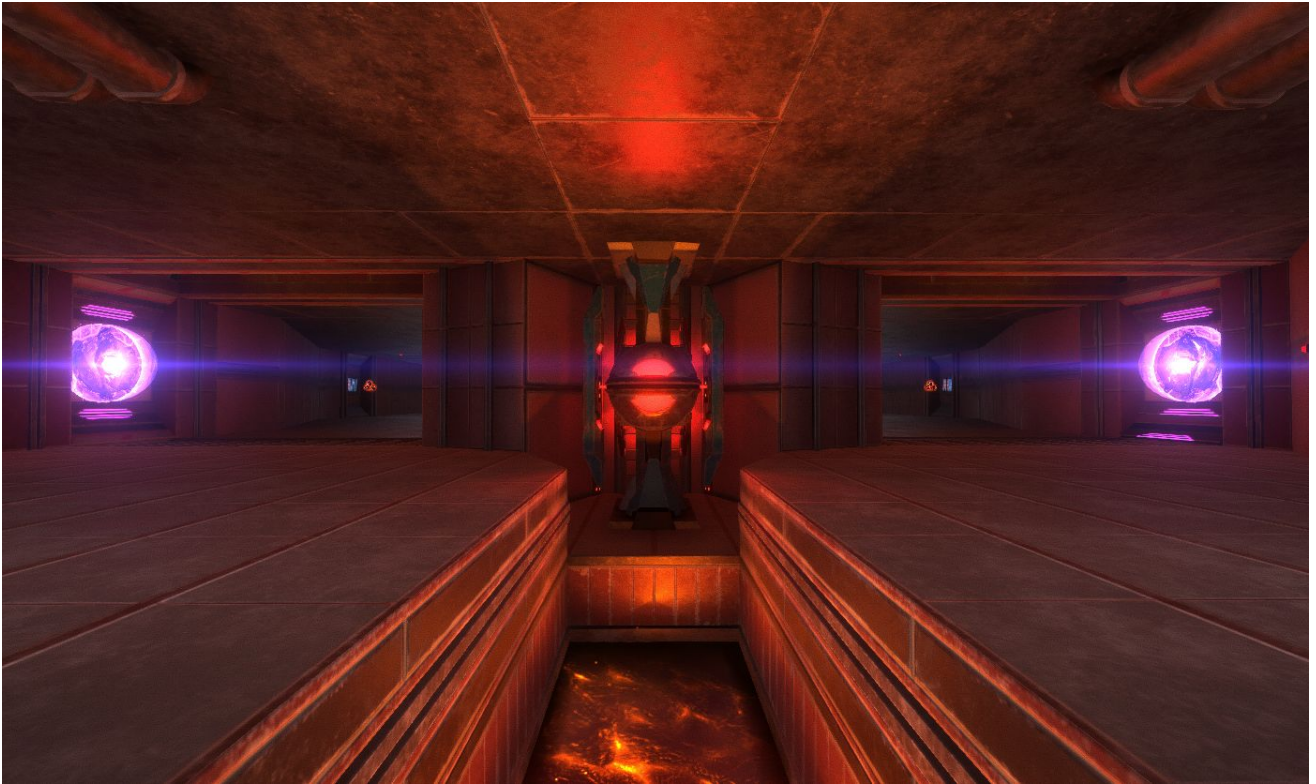
PHOEBE REFINERY SECRET LOCATIONS

No Keys Required

Creepers

In the floor below a Kraken, near the start of the level

Hunters

In the wall across from the Energy Center

Hunters

In the wall across from the Energy Center

Creepers

In a secret room, in the ceiling above the Energy Center by a Security Key

Creepers

In a secret room, in the ceiling above the Energy Center by a Security Key

Invulnerability 🔴

Locked door in the floor outside of the lockdown room

Super Hunters 🔴

Locked door in the floor outside of the lockdown room

Super Upgrade 🔴 🔴

In a door on top of a pillar across from the Security Key, unlocked by two nearby Switches inside of the pillar

Flak

In the lockdown room, unlocks after completing the lockdown

Secret Level Teleporter 🔴

Locked door in the floor in the lockdown room, unlocked by the Switch above

Log Entry

Near the lava at the bottom of the tunnel with the lockdown room

Level 2 Security Access Required ⊖⊖

Super Upgrade 🔴

In the Secret room by the third Security Key

Log Entry 🔴

In the Secret room by the third Security Key

Level 3 Security Access Required ⊖⊖⊖

Super Falcons

In the ceiling above the Upgrade Point in the bottom floor of the Reactor room

Energy

In the ceiling above an Auto-Op Fabricator in the Reactor room

Invulnerability

In the ceiling above an Auto-Op Fabricator in the Reactor room

Energy

In the ceiling above an Auto-Op Fabricator in the Reactor room

PHOEBE REFINERY MONITOR LOCATIONS

No Keys Required

- Near the Energy Center with the caged Upgrade Point (x2)

- On opposing walls near the Cryotube Chamber (x2)

Level 2 Security Access Required

- Near the third Security Key (x2)

- In a secret room in the ceiling above the Energy Center by the third Security Key

Level 3 Security Access Required

- In the Reactor room, on the bottom floor (x2)

PHOEBE REFINERY LOG LOCATIONS

No Keys Required

- In the cave tunnel between the first Security Door and the second, where a Scorpion resides
- Down near the lava by a Security Key with the lockdown room
- In a Scorpion near an Upgrade Point, in the caves below the Security Key with the lockdown room
- Before the Cryotube Chamber door
- Down the caves near a Triton, below the grates on the floor of the first Security Key

Level 2 Security Access Required

- In a Scorpion, just outside of the level 2 Security Door
- In a secret room by the third Security Key

PHOEBE COMPLEX

MISSION 5
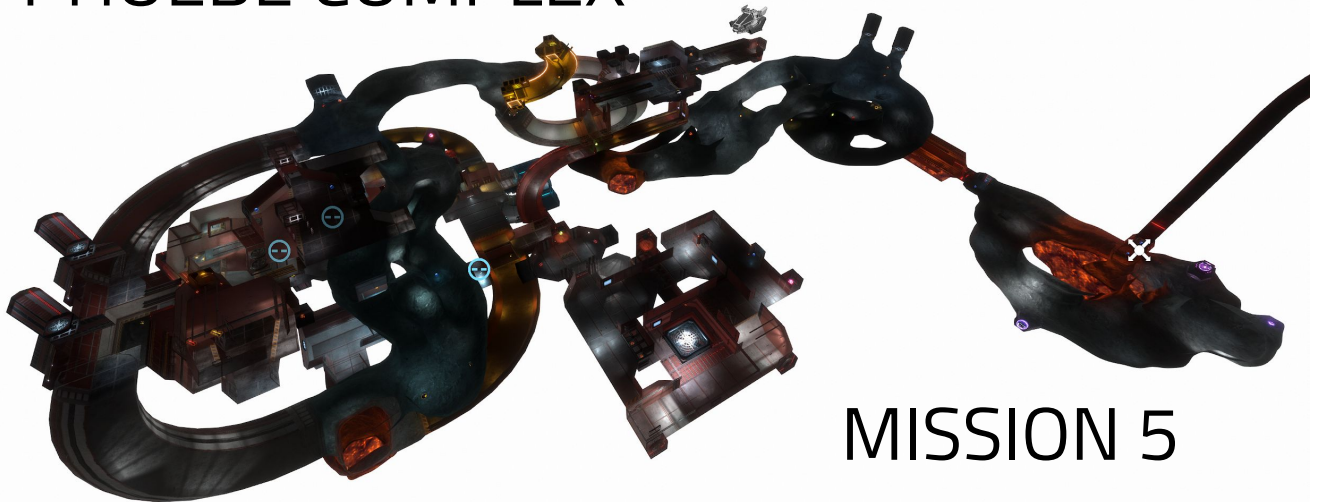
MAJOR THREAT DETECTED

Phoebe Complex is the development center for the the experimental military operator "Goliath." This Auto-Op acts as the Reactor for the complex and its destruction will be necessary to initiate a facility overload.

The complex itself is constructed of multiple winding caves, and circular hallways that are often interconnected. A familiar lockdown room exists in this facility, hidden at the end of one of these winding hallways. This facility can be quite confusing to navigate, and the use of sticky flares may again be useful to mark paths already traveled.

Secrets	23
Upgrades	7
Super Upgrades	5
Cryotubes	4
Log Entries	8
Monitors	16
Keys	3

OBJECTIVE: DESTROY THE GOLIATH

FIRST SECURITY KEY:

Begin by flying to the end of the first hallway. Continue by sliding downward into another hallway and advancing forward. Follow the curved hallway right and enter a cave. Stick to the left wall of the cave, continuing along the left path when reaching a fork.

In this cave section, fly along the right side of the middle ridge until an entrance is visible in the floor. Enter through here and turn left to find the first Security Key near an Auto-Op Fabricator.
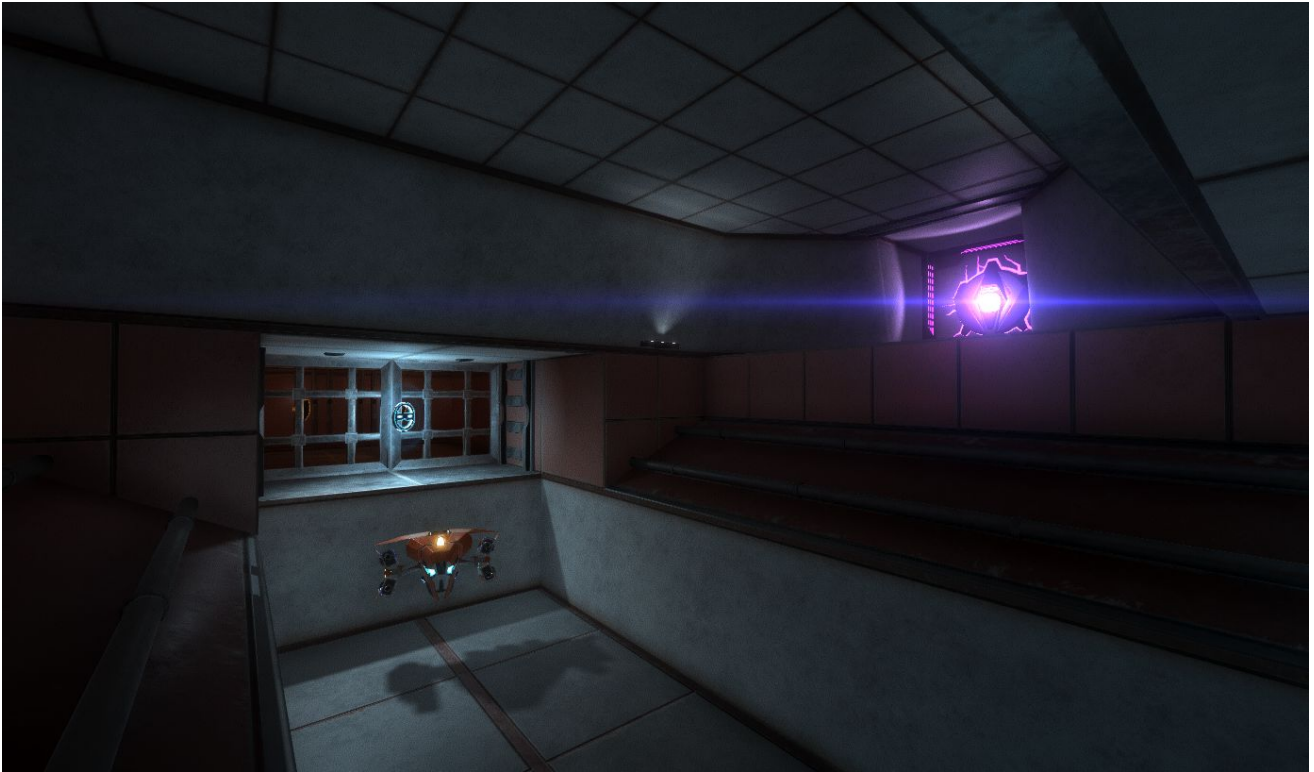

SECOND SECURITY KEY:

Fly back into the caves through the ceiling entrance you came in. Continue forward past the pillar, along the right side wall to a man-made hallway. Follow it down to a room on the right, where a new Primary Weapon lies behind a pillar -- the Flak.

Turn right again to the next room where a Triton will sit in a sectioned out wall. Fly upward in this room, then turn back towards the door at the top. Enter and destroy all Auto-Ops in this lockdown room, and a door in the floor near the entrance to the room will unlock. Through this door is an Ogre ambush and the second Security Key on the other side of the pillar.
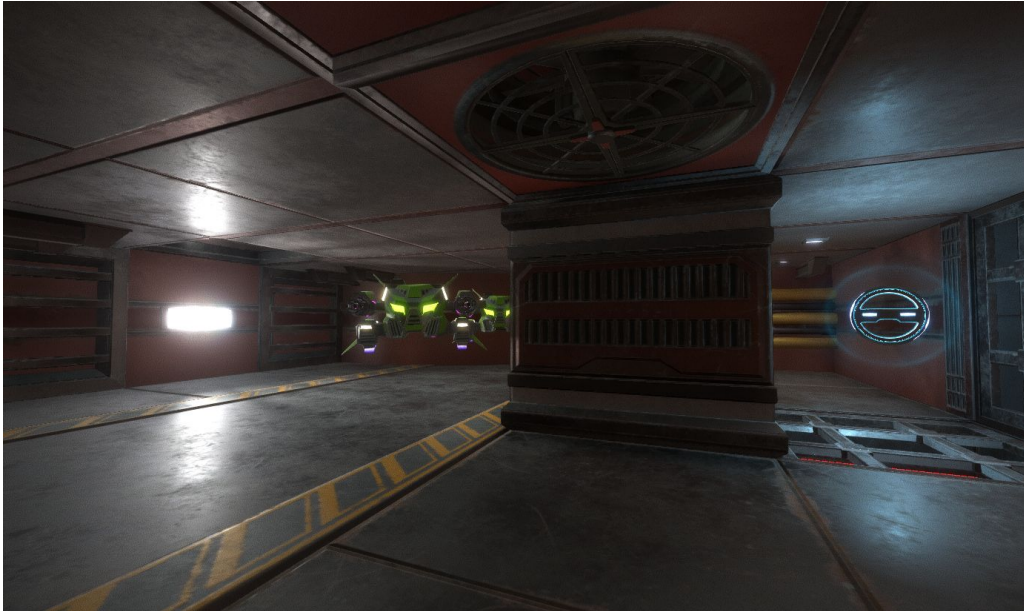
THIRD SECURITY KEY:

Exit the key and lockdown rooms, and return back to the curved hallway. Enter the cavernous section below where the hallway starts, and follow it to a door. The key will be on the left through this door where a Triton ambush awaits.
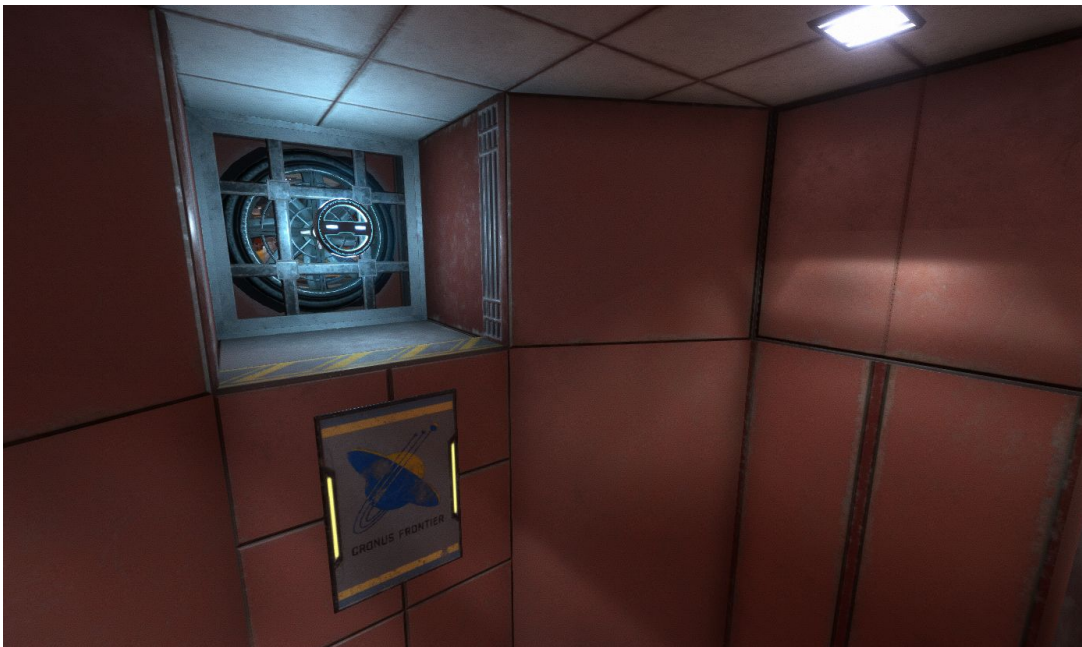
BOSS ROOM:

Return through the door and follow the cavernous path back to the curved hallway. Slide up and turn around when entering curved hallway, in the direction of the third key. Enter the cavernous area at the end of this hallway and turn left at the fork.

Use either entrance to this hallway until the Level 3 Security Door is found along the inner wall. Pass through it to enter a wide cave. Follow the cave down as it winds around until a man-made structure with a pit of lava is found. The door at the end of this hallway is the boss room -- it is advised to save your game at this time. An Invulnerability power-up is in the ceiling just before the man-made section.

The boss Auto-Op Goliath is accompanied by multiple Scorpion Auto-Op Fabricators. An Overdrive power-up is in the middle of the room's ceiling. Goliath primarily uses a fast-moving energy weapon -- avoidance at long range would be wise. These shots go on a short cooldown after firing bursts, use the cave pillars for cover when necessary.

After destroying Goliath's first form, it will continue to engage in a smaller, more nimble form. Destroy this form for its internal Reactor to overload. Proceed to the Emergency Exit in the center of the ceiling of the boss room, above the lava pit, to escape.

PHOEBE COMPLEX SECRET LOCATIONS

No Keys Required

Log Entry 🔴

Locked door in the floor at the spawn, Switch at the end of the hallway

Upgrade Point 🔴

Locked door near the start at the right end of the hallway, Switch on the ceiling at the end of the hallway

Super Creeper 🔴🔴

Locked door in the ceiling near the start, Switches at the end of the hallway and below the spawn (with the Log Entry)

Log Entry

Secret door in the floor at the entrance to the Security Door hallway, below the Energy Center

Super Upgrade

Ceiling in the cave with the ridge in the middle, before the Security Door

Log Entry 🔴

Locked door by the Flak, Switch on the ceiling in the room closer to the hallway

Super Upgrade 🔴

Locked door by the Flak, Switch on the ceiling in the room closer to the hallway

Upgrade Point

Secret door in floor of the Security Key lockdown room

Armor

Entrance to the Wraith lockdown room near the start of the level

Hunters

Entrance to the Wraith lockdown room near the start of the level

Hunters

Entrance to the Wraith lockdown room near the start of the level

Upgrade Point

Ceiling of the entrance to the Wraith lockdown room near the start of the level

Super Upgrade

Locked door in the Wraith lockdown room, unlocked by lockdown completion

Super Devastator 🔴

Locked door in the Wraith lockdown room, Switch on the other level in the same location

Hunters

Secret door in the ceiling near a locked door by the fork in the hallways, just past the Cryotubes, Switch to unlock the secret hallway with Invulnerability

Creepers 🔴

Locked door in the floor by the fork in hallways, acts as a secret hallway to a Security Key.

Invulnerability 🔴

Locked door in the floor by the fork in hallways, acts as a secret hallway to a Security Key.

PHOEBE COMPLEX SECRET LOCATIONS, CONTINUED

<u>**No Keys Required**</u>

    Overdrive

        Secret door in the floor near a fork in the hallways, past the Cryotubes

    Creepers

        Secret door in the ceiling, near the monitor side of the room with the Security Key, near the small natural lava pit

    Super Missile Pods

        Secret door in the ceiling, next to a horizontal grating near a Security Key with a chute leading to a square lava pit

<u>**Level 3 Security Access Required**</u> 🔵🔵🔵

    Creepers

        Ceiling of the caves just past the Security Door

    Upgrade Point

        Ceiling of the caves just past the Security Door

    Super Upgrade

        Secret door in the floor of the boss room near the entrance

PHOEBE COMPLEX MONITOR LOCATIONS

<u>**No Keys Required**</u>

- Down the first hallway on the left

- Near the Flak on the way to the Security Key lockdown room

- In the Security Key lockdown room (x2)

- Outside of the Cryotube Chamber

- Near a lava pit with an Upgrade Point

- Opposite wall of the lava pit

- Near the Security Key with an Auto-Op Fabricator

- Past the Security Key with an Auto-Op Fabricator

- At the forked hallway near the Security Key with an Auto-Op Fabricator

- Through the first door down from the first hallway

- In the lockdown room with Tritons and Scorpions (x5)

PHOEBE COMPLEX LOG LOCATIONS

No Keys Required
- Down the first drop off of the first hallway
- In a locked door immediately below the start, unlocked by a Switch at the end of the first hallway 🔴
- Top of the chute past a door near a fork between hallways, Upgrade Point at the bottom of this chute
- Next to a grate near the lava pit with an Upgrade Point
- Locked door by the Flak, Switch is on the ceiling in the room closer to the hallway 🔴
- In a Triton past the Flak on the way to the lockdown Security Key
- Secret door in the floor at the entrance to the Security Door hallway

Level 3 Security Access Required ⊖⊖⊖
- In a Kraken past the level 3 Security Door above the Invulnerability
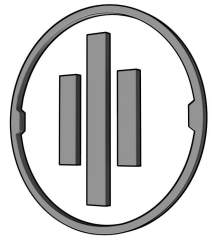
TITAN OBSERVATORY

MISSION 6

Titan Observatory is one of many facilities on the large moon of Titan. This installation contains a variety of large rooms that Auto-Ops use to regroup and swarm from.

Be prepared for larger battles, as it can be harder to engage with individual enemies. Super Auto-Ops, indicated by a distinct red glow, as well as weapon and behavior modifications, are also present in this facility.

Super Auto-Ops are much more powerful than their original designs, so making them priority targets would be wise.

Secrets	18
Upgrades	7
Super Upgrades	5
Cryotubes	6
Log Entries	8
Monitors	13
Keys	3

OBJECTIVE: OVERLOAD THE REACTOR

FIRST SECURITY KEY:

Follow the starting hallway forward, take either branch to reach a room with Harpies. Continue through the door to the next room, turning right at the center to enter a hallway. Follow this hallway along the path, staying left at every turn, until it descends down.

At the end of this hallway is an opening to a large circular room below. Enter and continue flying down to the floor, where there are three openings to a cavernous area. The largest opening leads directly to the first Security Key; proceed down through this opening and collect the key.
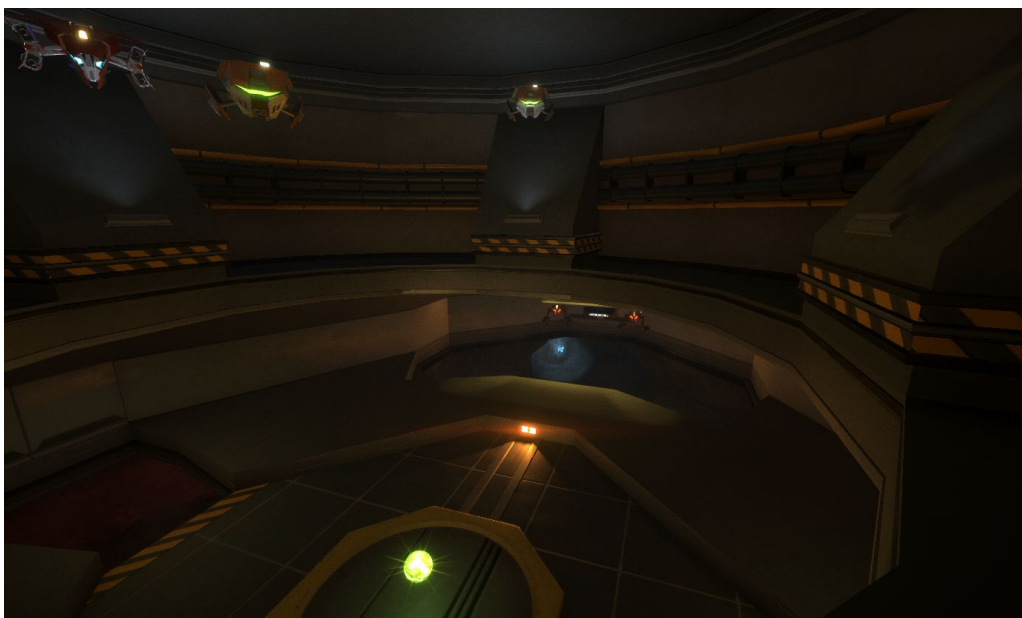
SECOND SECURITY KEY:

The opposite end of where the key was collected sits the first Security Door. Fly around the cave pillar and enter the it, taking the chute downward to enter another wide room with multiple Auto-Ops.

Move to the opposite end of the room on the other side of the central pillar, where arrows point towards an opening to a cave. Enter the cave and fly downward to find a door in the wall guarded by a Kraken. Proceed through the door, and continue down the center of this room to collect the second Security Key. The door to this room will lock behind you as you enter. Destroying the Auto-Op Fabricators will unlock it and allow escape. There is also an opening back to the cave above the door near the ceiling.

THIRD SECURITY KEY:

Fly down to the bottom of this cave to find a door guarded by a Shredder. Enter this room and encounter a Super Goblin ambush. Fly down and turn around until flanked by the Level 2 and 3 Security Doors, along with two more Super Goblins.
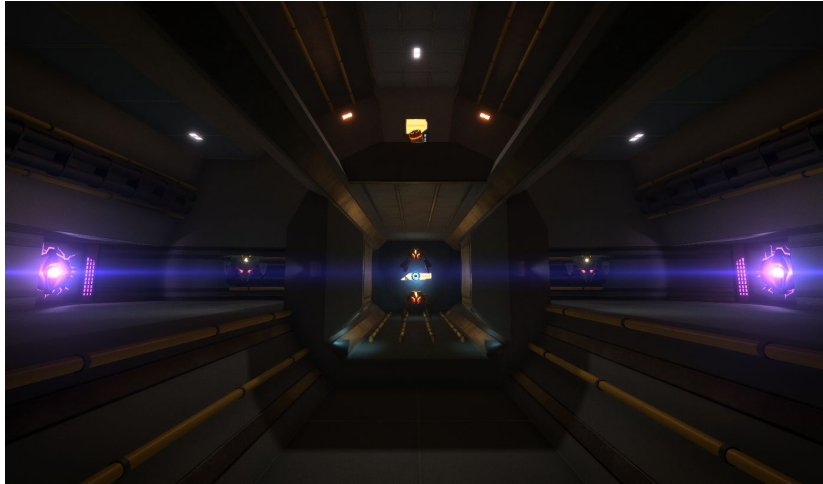
Enter the Level 2 Security Door on the right, being wary of additional surprise attacks. Follow this hallway to the back wall, then turn left. Continue down there to the end and enter the door, past more Super Goblins. Move to the back end of the room and enter the hallway to the left. Follow this hallway all the way through, until it opens to a drop into a cavernous area below. Enter here and follow the lava path to find the third Security Key in the roof of the cave.
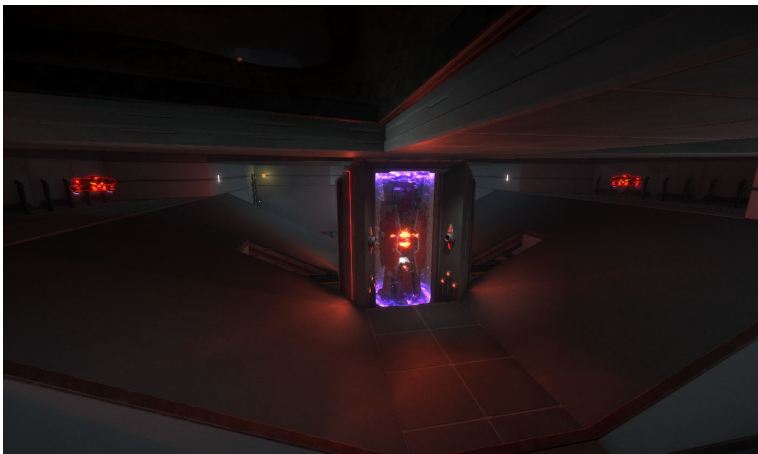
REACTOR ROOM:

Continue following the lava towards the fence ahead, then fly up through the secret door in the cave ceiling. You will be back inside the room before the caverns you were just in. Exit through the door next to secret door you came from. Backtrack through the hallway, taking each right turn, to the Level 2 Security Door.

Go straight ahead from the Level 2 Security Door and enter the Level 3 Security Door on the opposite end of the room. Turn left in this narrow room, and destroy the Shredder. Enter the gap in the floor and proceed past the Krakens to fly down the chute in the floor indicated by the arrow on the wall.

The chute opens up into a very large room with multiple Auto-Ops. Fly forwards and proceed down through the opening on the floor, towards the lava at the bottom. An Invulnerability power-up is located in this lava pit; collect it if needed and fly back up towards the pillar.

Beyond the cave pillar is the Reactor room, shielded by two generators. Fly into the Reactor room and turn around where you just entered from. Along the man-made walls, just below the caves, are two generators. Destroy them to disable the Reactor shields.Once the shield is down, the Reactor can be overloaded. Take note to avoid the auto cannons on the front side of the Reactor. They cannot be disabled and their energy shots should be dodged. After the Reactor is destroyed, fly back to the lava cave you came from, and proceed directly up to find the Emergency Exit.

TITAN OBSERVATORY SECRET LOCATIONS

No Keys Required

Log Entry 🔴
Locked door in the ceiling near the spawn, Switch is immediately ahead from the spawn

Upgrade Point 🔴
Angled locked door near start of the level, Switch close to spawn

Hunters
Secret door in the ceiling of the first hallway. Has a Switch to the locked door in the floor

Super Upgrade 🔴
Locked door in the floor of the first hallway, Switch in secret door in the ceiling nearby

Devastator
Secret door in the floor in the first hallways past the Cryotube door

Overdrive
Secret door in the floor, immediately in front of the first Security Door

Level 1 Security Access Required 🔵

Devastator
Secret door in the floor, at the start of the central lava room

Super Upgrade
Below the pillar in the central lava room

Super Upgrade
Behind the generator, in the secret room with Security Doors 2 and 3 (under the super goblin)

Energy x2
In the secret room with Security Doors 2 and 3, before the Forcefield

Nova x2
In the secret room with Security Doors 2 and 3, past the Forcefield

Level 2 Security Access Required 🔵🔵

Super Falcons
Secret door in the ceiling, to the right, past the second Security Door

Super Hunters
Secret door in the floor, in the hallways on the way to the third Security Key

Super Upgrade 🔴
Locked door in the floor, in the room across from the Auto-Op generators, past the second Security Door (Switch is in the room with Security Doors 2 and 3)

Level 3 Security Access Required 🔵🔵🔵

Overdrive
Secret door in the ceiling, past the third Security Door, above the Shredder spawn

Invulnerability
Near the lava right before the Reactor room

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TITAN OBSERVATORY MONITOR LOCATIONS

<u>No Keys Required</u>

- Start of the level, right behind where you teleport in

- Through first door, on the left

- In the chute past the first door

- Right turn down the first fork in the hallway, beyond the first door

- In front of the Cryotube Chamber

<u>Level 1 Security Access Required</u> ⊖

- Through the first Security Door

- In the room with Security Doors 2 and 3

- Secret room with the locked Forcefield, use the Reflex

<u>Level 2 Security Access Required</u> ⊖⊖

- In the room across from the Auto-Op Fabricators, past the second Security Door

- Down a hallway, toward the lava to the third Security Key

<u>Level 3 Security Access Required</u> ⊖⊖⊖

- Right turn after entering the third Security Door

- Down the chute beyond the third Security Door (x2)

TITAN OBSERVATORY LOG LOCATIONS

<u>No Keys Required</u>

- Locked door in the ceiling near the spawn, Switch is immediately ahead from the spawn 🔴

- Bottom of the room past the first door, through the door in the floor of the center of the room

- In the Cryotube Chamber

- In the large room by the first key and Security Door

<u>Level 1 Security Access Required</u> ⊖

- Secret room with the locked Forcefield, use the Reflex

<u>Level 2 Security Access Required</u> ⊖⊖

- In a Super Goblin, near the lava waterfall on the way to the third Security Key

<u>Level 3 Security Access Required</u> ⊖⊖⊖

- By the large square fan, in the large room before the Reactor room

- In a Shredder just before the Reactor room, in the caved area near an Upgrade Point
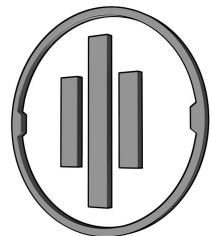
TITAN WORKSHOP

MISSION 7

Titan Workshop is the backbone for Auto-Op development in the Cronus Frontier. The facility is a combination of development areas, many of which are connected by a sprawling cave system. A large amount of Variant and Super Auto-Ops are present at this facility; ensure you have adequate Armor, and a clear path back to cover when engaging targets in wide open spaces.

Secret level teleporter detected: **Syrinx**

Secrets	21
Upgrades	6
Super Upgrades	6
Cryotubes	6
Log Entries	8
Monitors	17
Keys	3

OBJECTIVE: OVERLOAD THE REACTOR

FIRST SECURITY KEY:

Fly forward into the room with multiple Harpies, then enter the door past the central pillar. Turn right into the next room and fly down between the bridge structures. Continue left of the central pillar, through a tall narrow entrance into a narrow angular room.
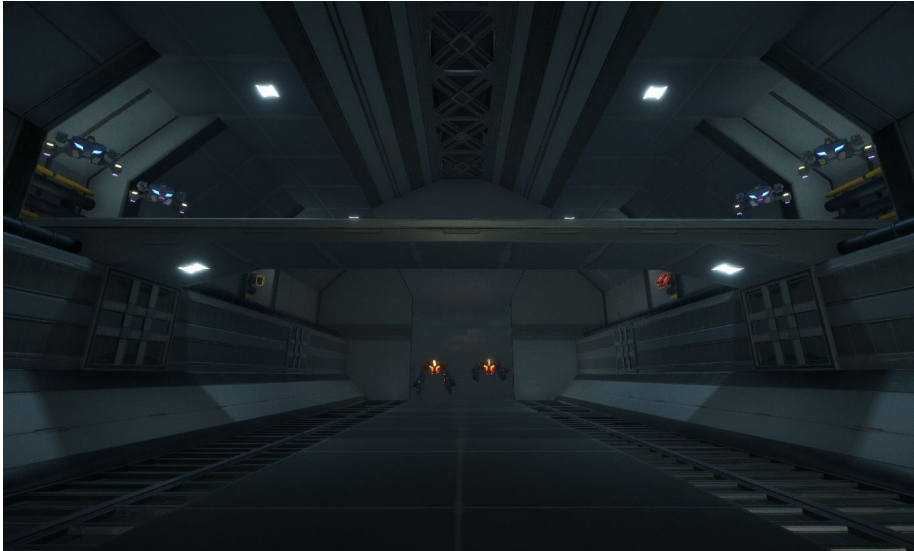

Proceed through this room and take the first right, down another narrow entrance. In the clearing at the end of this hallway, fly upward and proceed through the door near the ceiling. This door leads to a large room, with many Variant and Super Auto-Ops.

You'll be able to see the Security Key through the grating in the ceiling. Use the pillar in the room to take cover in combat, and fly towards an opening in the ceiling on its opposite end. Proceed down the narrow hallway and collect the Security Key, but be wary of a Shredder ambush.

SECOND SECURITY KEY:

Exit this room back through the same door it was entered, and proceed down to ground level. Turn left at the floor to find a secret door has been opened with a Kraken down a narrow chute. Follow this hallway to the next room, then turn left to find the Level 1 Security Door on the left wall near the ground.
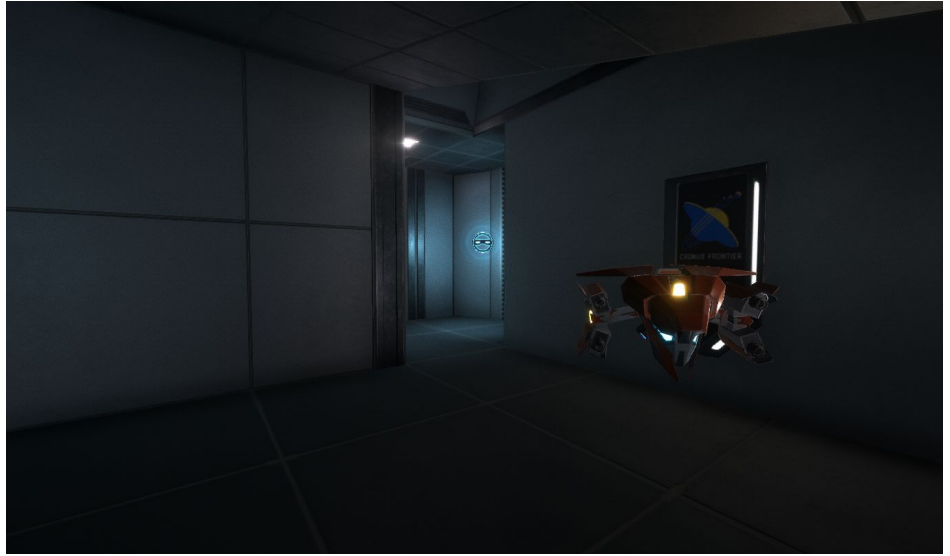
Fly through the Security Door and make another left turn. Proceed down into the entrance to the cavernous area, and follow the winding caves forward. There are multiple paths through these caves, but as long as the ship remains oriented straight, a clearing with a large structure area below will be reached. Fly down into the structured area, where multiple Auto-Ops wait. The Security Key is in this room, on the end opposite of the locked Level 2 Security Door.

THIRD SECURITY KEY:
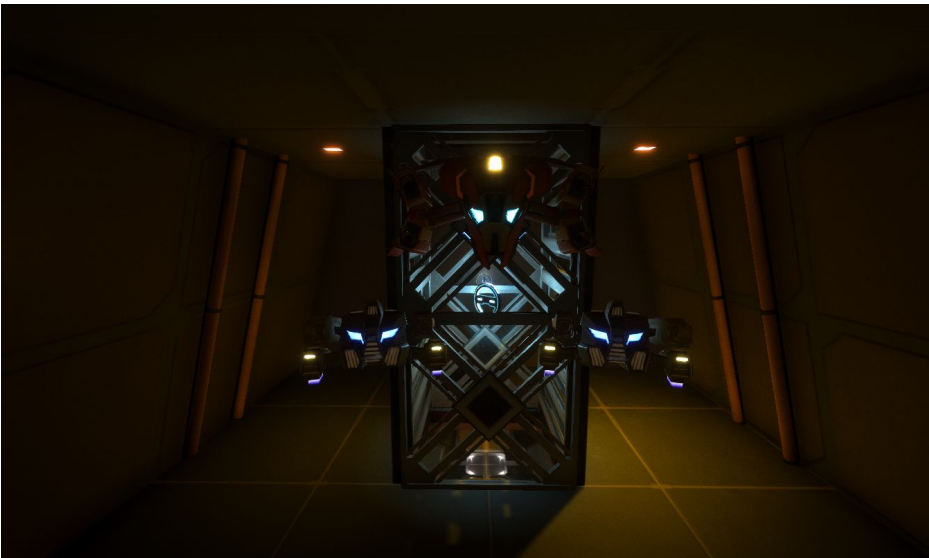
Proceed to the opposite side of the room, from where the Level 2 key was retrieved, to enter the Level 2 Security Door. Fly down and forward into the cavernous area. Enter the path above, and follow the right side wall, until a door is found. Enter the door to proceed to a lockdown room. Destroy all Auto-Ops in this lockdown room, and enter unlocked the door in the ceiling, near the back, to retrieve the third Security Key.

REACTOR ROOM:

Exit the lockdown room through the same door it was entered, and return to the caves. Take the first right, near the lava, to enter a structured room. Turn right after entering, and follow the room up to the Level 3 Security Door to the Reactor room. Fly forward in this room to find the shielded Reactor.

On the opposite side of the Reactor in the room is an entrance to a hallway; fly towards this entrance and turn right to find a generator. Destroy the generator to disable the Reactor's shields, then overload the Reactor. Fly back to the room where the generator was, turn left and follow the hallway to the Emergency Exit, in the ceiling on the right.
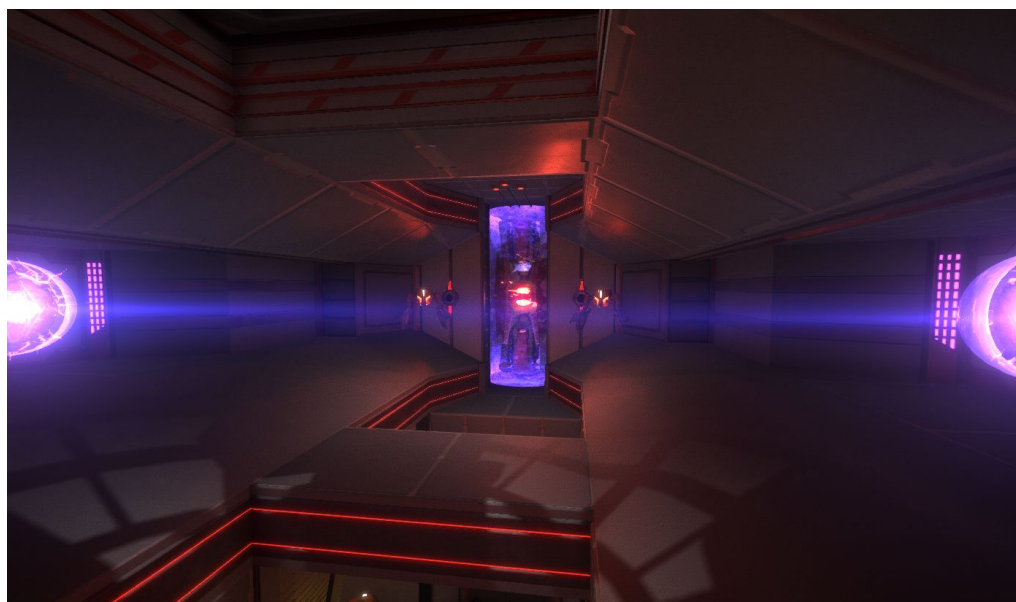
TITAN WORKSHOP SECRET LOCATIONS

No Keys Required

Nova

Secret door in the ceiling, above the Missile Pods in the first room

Log Entry 🔴

In a locked door just past the first room, Switch on the ceiling, visible through the grates

Upgrade Point 🔴

In a locked door just past the first room, Switch on the ceiling, visible through the grates

Upgrade Point

In a secret door in the floor, behind an angled pillar before the first Security Key

Super Upgrade

Past the Forcefield across from the Harpy Auto-Op fabricators, before the first Security Key

Super Hunters

Outside of the room containing the first Security Key

Nova

Secret door in the ceiling, in the hallway to the first Security key

Upgrade Point

In a secret hallway before the first Security Key, in a corner near the first Security door

Devastator

Locked door outside of the room containing the first Security key, unlocked by collecting the Security Key

Level 1 Security Access Required 🔵

Armor

In a secret door in the floor, by the secret level teleporter past the first Security Door

Secret Level Teleporter

Beneath the Missile Pods just before the first cave section entrance

Super Missile Pods

Secret door up high in the corner of a wall, before the cave section

Super Ammo

In a hallway past the first Security Door, before the cave section

Upgrade Point

Near the lava past the first Security Door, at the start of the caves section

Devastator

In the ceiling, at the end of the caves section

Devastator

In the ceiling, near the second Security Key

Invulnerability

In a secret door, directly across from the Security Door

<u>Level 2 Security Access Required</u> ⊖⊖

Super Upgrade

In the room past the Forcefields, by the second Security Door

Super Upgrade

In the room past the Forcefields, by the second Security Door

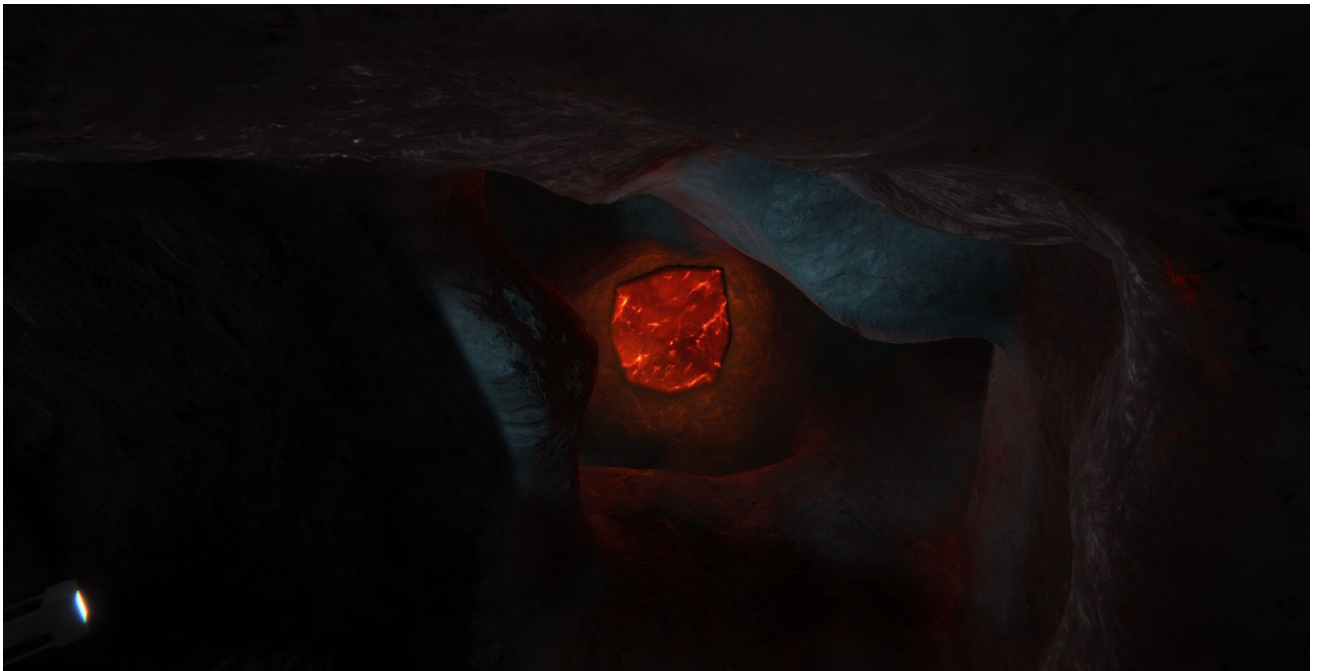**Overdrive**

In the lockdown room with the third Security Key

<u>Level 3 Security Access Required</u> ⊖⊖⊖

Invulnerability

In a secret door, higher up the wall just past the third Security Door

Super Upgrade 🔴

Past the Forcefield near the Emergency Exit, locked doors are opened after destroying the Reactor

TITAN WORKSHOP MONITOR LOCATIONS

No Keys Required

- Straight from the start

- Down and right through the first door

- Opposite side of the pillar from the previous monitor

- Through the grate with the Super Falcons, before the first Security Key room's door

Level 1 Security Access Required

- Right past the first Security Door

- Low in the room through the double doors, on the left past the first Security Door

- High in the room through the double doors, on the left past the first Security Door

- Near the second Security Key, past the Accelerator Tunnels (x2)

- In the room past the Forcefields by the second Security Door

Level 2 Security Access Required

- Before the third Security Door (x2)

- In front of the second Cryotube Chamber, before the third Security Door

Level 3 Security Access Required

- Left side of the Reactor room (x2)

- On the way to the Emergency Exit

- Across from the Emergency Exit

TITAN WORKSHOP LOG LOCATIONS

No Keys Required

- In a locked door just past the first room, Switch on the ceiling, visible through the grates

- Quick right after entering the angled hallway past the first door, in a more narrow hallway with an Upgrade Point

Level 1 Security Access Required

- In a cave floor tunnel, before the structured area where the level 2 Security Key is

- In the larger Cryotube Chamber

Level 2 Security Access Required

- In a Kraken, just past the level 2 Security Door

- Behind the grate containing the level 3 Security Key, near the level 3 Security Door

- Down the caves near the lava pool, above a grate after the Level 1 Security Door

- In a Kraken, in the structured area just before the level 3 Security Door

TITAN FORGE

MISSION 8

Titan Forge is comprised of multiple winding caves and paths that are interconnected and looping. Leaving behind a trail of sticky flares or placing a Marker can be extremely helpful when traversing these caves. Keep an eye out for structures built into the caves, as many resources and points of interest are located in these areas.

Secrets	22
Upgrades	6
Super Upgrades	7
Cryotubes	4
Log Entries	8
Monitors	13
Keys	3

OBJECTIVE: OVERLOAD THE REACTOR

FIRST SECURITY KEY:

Fly forward into the caves and down into the first clearing. Take a slight right at the first fork, past the lava pit, and continue following this cave path forward, looking for an opening in the floor. Continue down through this opening until the lowest cave floor is reached, then look behind the cave pillars to find a structured area where the Level 1 Security Key waits behind a Forcefield.

Move to this structure's ceiling, near the Auto-Op Fabricator. There are two generators behind metal barriers. Destroy each of these generators to disable the Forcefield and collect the key.

SECOND SECURITY KEY:

Exit along the left side of the structured area, back into the cave, and fly up to the next level. Head towards the path to the right of the two stacked Hunter missiles (the path that would be straight ahead after flying up from structured area).
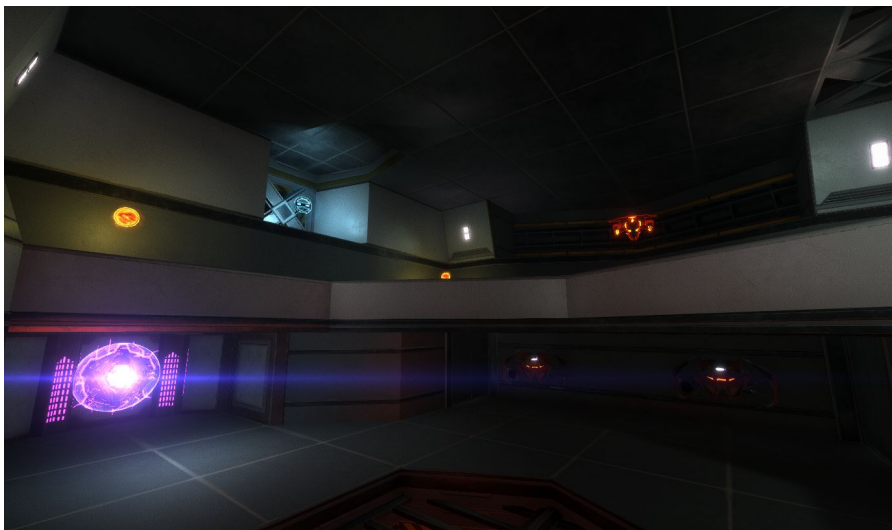
Follow this path to the fork in the cave and turn right. Move along the right side wall to a door, and proceed through. Multiple Scourge Auto-Ops will engage with you, and an Auto-Op Fabricator will be on the ground level. Engage or avoid Auto-Ops as necessary and collect the key at the other end of the room.

THIRD SECURITY KEY:

Exit the second key room, then turn right. Follow the left wall past the fork in the caves and fly up through the opening in the ceiling. Move along this path until reaching opening in the floor of the caves. Fly down to arrive at the Level 2 Security Door, and proceed through the door into a structured area.

Two Golems will ambush you here; destroy them and fly through the entrance around the corner, to another large cavern with a lava moat, surrounding a structured centerpiece. Significant numbers of Auto-Ops occupy this caved section; try to isolate targets and don't get overwhelmed.

Fly around the center of this moat to find the third Security Key behind a Forcefield, opposite to an Auto-Op Fabricator. Destroy the generator in the wall to the right of the key, disabling the Forcefield, and collect the key.
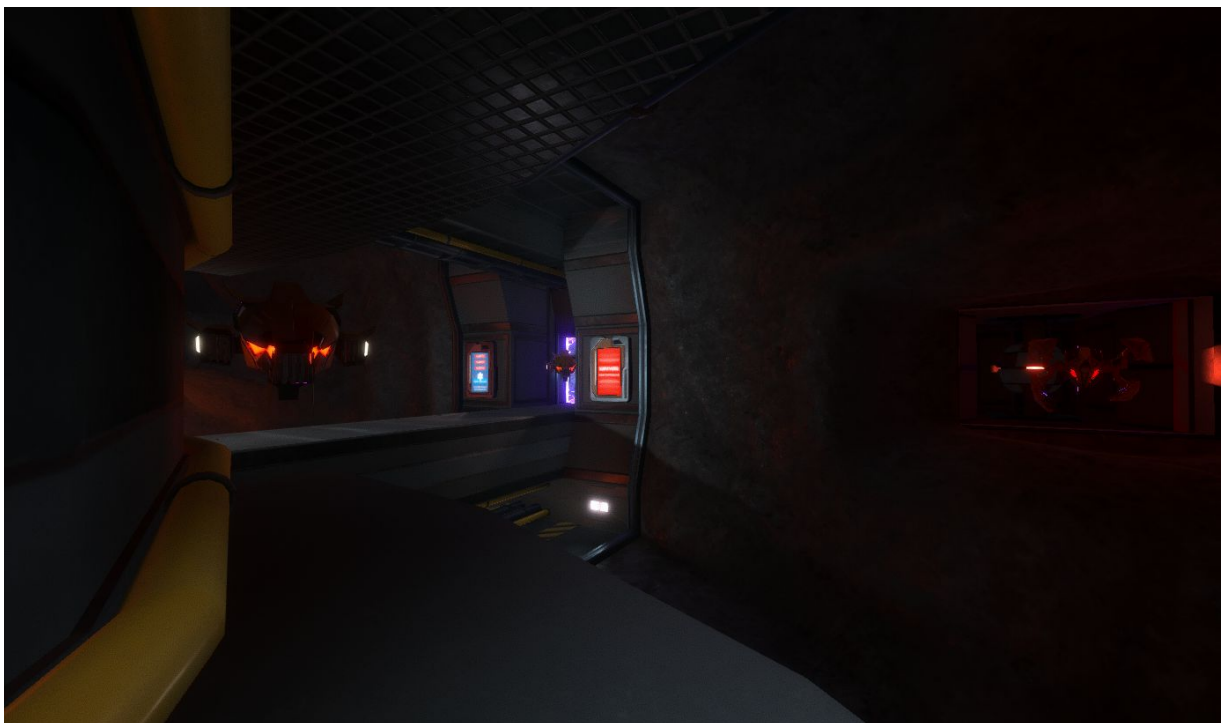
REACTOR ROOM:

Fly back around the lava moat to find the Level 3 Security Door, along the opposite cave wall. Enter the door, leading to the Reactor room. Fly past the pillars, to the end of the room, to encounter the shielded Reactor. An Invulnerability power-up can be found below the Reactor, within the lava pit. In the pillar opposing the Reactor are two generators, destroy them to disable it's shields, then overload the Reactor. Once destroyed, move to the other end of the room, to an opening in the ceiling. Proceed through this opening to find the Emergency Exit, and escape the facility.
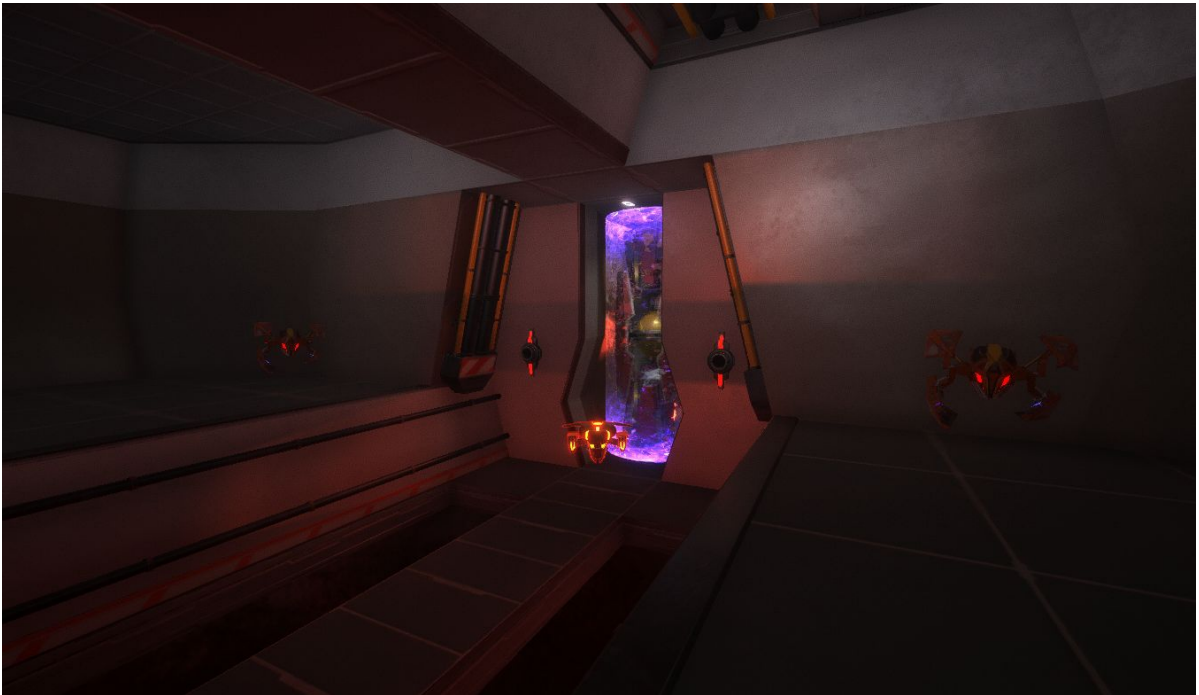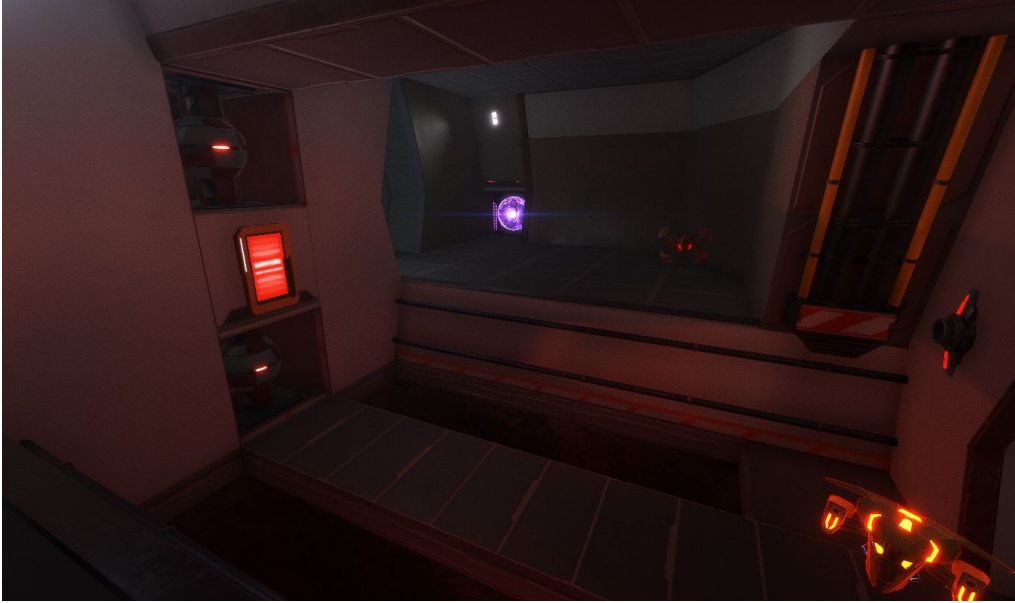
TITAN FORGE SECRET LOCATIONS

No Keys Required

Devastator
Secret door in the ceiling, at the end of the starting hallway

Cloak
Ceiling of the caves near the Energy Center

Armor
Pocket in the caves near the Energy Center

Super Upgrade
Upper level of the caves to the right of the start, past the circle hallway

Log Entry
All the way up in the cave ceiling, near the Security Key behind the Forcefield

Cloak
Secret door in the floor, near the Cryotube Chamber

Super Upgrade
Secret door in the lockdown room

Devastator
Locked doors in the Scourge Auto-Op Fabricator room, unlocked by destroying the Auto-Op Fabricator

Nova
Same hidden area as the previous secret

Super Falcons 🔴🔴
Locked door in the ceiling outside of the Scourge key room, unlocked by two Switches shot through grates and secret doors in that room

Super Upgrade
Same hidden area as previous secret

Armor x2
Same hidden area as previous secret

TITAN FORGE SECRET LOCATIONS CONTINUED

Level 2 Security Access Required ⊖⊖

> **Super Ammo**
>> Secret door immediately past the Level 2 Security Door
>
> **Upgrade Point**
>> Top of a lavafall, after the Level 2 Security Door
>
> **Super Hunters**
>> Pocket of a cave, to the right before the Level 3 Security Door
>
> **Super Upgrade**
>> Ceiling after the Level 2 Security Door
>
> **Invulnerability**
>> Secret door below the third Security Key, behind a Forcefield

Level 3 Security Access Required ⊖⊖⊖

> **Creepers**
>> Ceiling near the pillar in the Reactor room
>
> **Devastator**
>> Ceiling near the pillar in the Reactor room
>
> **Invulnerability**
>> Below the Reactor, near the lava in the Reactor room
>
> **Super Upgrade**
>> Below the Reactor, near the lava in the Reactor room
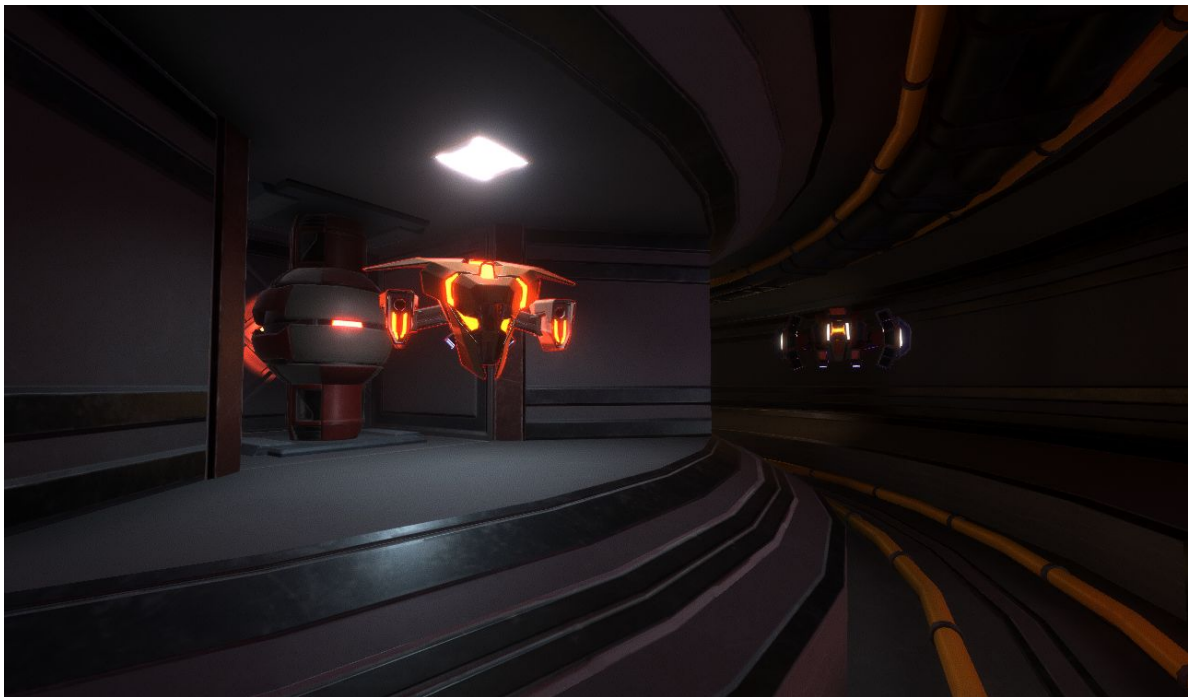
TITAN FORGE MONITOR LOCATIONS

No Keys Required

- Outside of the Cryotube Chamber
- Outside of the Security Key room with the Scourge Auto-Op Fabricator
- In the Security Key room with the Scourge Auto-Op Fabricator
- In the ambush doorway in the secret room with the Super Upgrade, above the Scourge Auto-Op Fabricator room
- In the other ambush doorway in the secret room with the Super Upgrade, above the Scourge Auto-Op Fabricator room
- Near the Security Key through the tunnels (x2)

Level 2 Security Access Required 🔵🔵

- Past the Level 2 Security Door, look back after exiting the hallway
- Near the third Security Key (x2)

Level 3 Security Access Required 🔵🔵🔵

- Side walls approaching the Reactor, in the Reactor room (x2)
- Along the wall directly across from the Reactor

TITAN FORGE LOG LOCATIONS

No Keys Required

- In the caves above the Security Key, behind a Forcefield
- Half way up in the cave near the Security Key, behind the Forcefield
- Ceiling of a caved section, just outside of the circular structured area with the Super Upgrade, behind a Forcefield
- In the Cryotube Chamber
- All the way up in the cave ceiling, near the Security Key behind the Forcefield
- In a Super Gorgon, near the generator to the Forcefield with a Super Upgrade
- In a Scorpion, near a Super Upgrade in the cave ceiling
- In a Golem in a locked door, by the Security Key behind the Forcefield, unlocked by a Switch in a secret door below the key 🔴
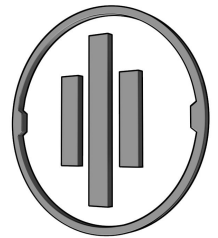
TITAN COLLIDER
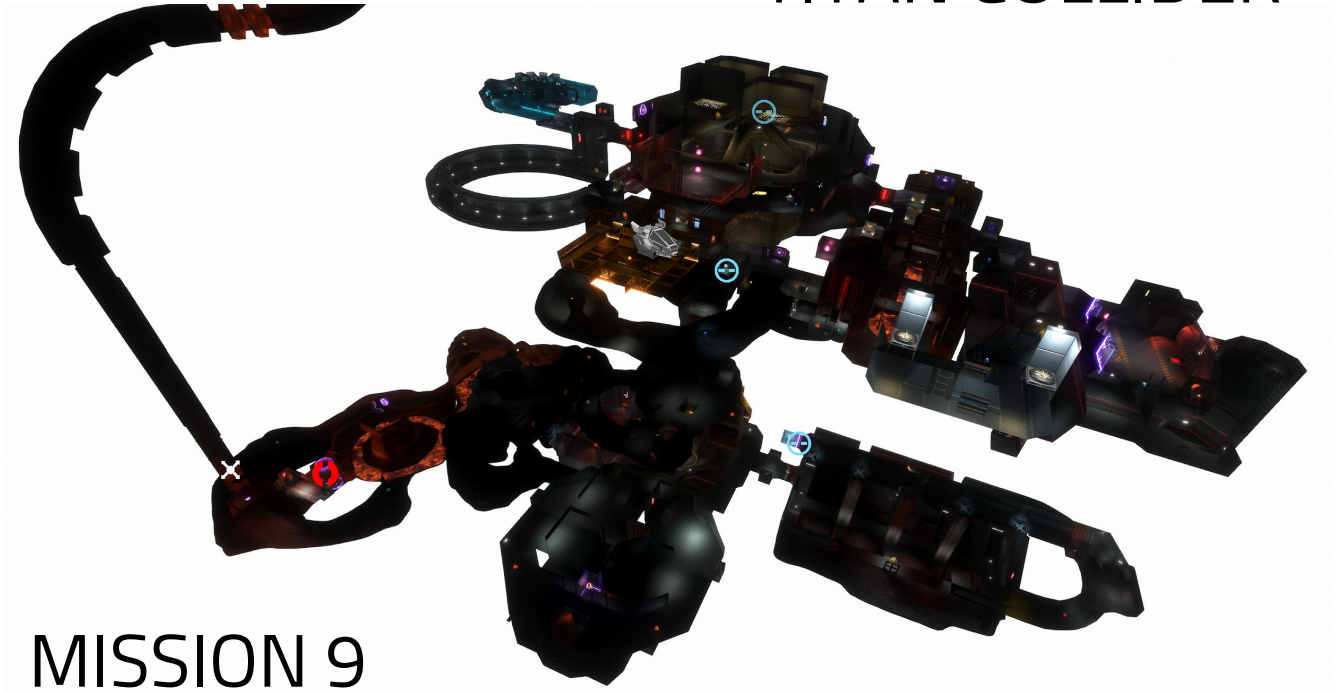
MISSION 9

Titan Collider is comprised of multiple looping hallways between caves and structures. A powerful energy weapon referred to as the Thunderbolt was developed here. Its circuitous design repeats throughout the facility. Be sure to explore every forked path to find all of the secrets.

Secret level teleporter detected: **Hive**

Secrets	17
Upgrades	6
Super Upgrades	7
Cryotubes	5
Log Entries	10
Monitors	15
Keys	3

OBJECTIVE: OVERLOAD THE REACTOR

FIRST SECURITY KEY:

Start in a room containing an Energy Center behind you. Fly down and through the door visible from the initial teleport location. Continue to the right at the first fork and down through the opening in the ground along the outer wall. Move to the center of the large room and turn right.

Fly through the entrance and proceed to the end of the room, where the two Super Harpies are stationed. After they're destroyed, turn back around towards the center of the room to find a narrow entrance, past the two pillars, and locate the first Security Key near the ceiling.

SECOND SECURITY KEY:

Exit the first key room and fly back towards the central circular room. Take a left while still flying low, then proceed through the opening in the ceiling and fly through the Level 1 Security Door. Enter the left door in the first room and immediately fly straight down.

Turn left through the opening and enter the door through this path.

Continue through the next door then follow the semi-circle hallway to its end. Turn left past the pillar to find the second Security Key on top of the left side of the metal bridge in this room.

THIRD SECURITY KEY:

After collecting the Security Key, face the Auto-Op Fabricators, then turn left. Fly down past the pillar, and turn right to find another semi-circular hallway. Enter this hallway and follow it half the way up. Continue into the entrance here and through the door to the right to enter a cave.

Follow this cave to the narrow metal hallway. Collect the Thunderbolt here, and proceed forward. At the end of the cave, face down and fly through the Level 2 Security Door. Continue down through the next door to enter another large circular room, then head to the opening to the right of the Energy Center. Enter the door here and fly to the end of the large room, taking one of the tunnels on either side of the back wall. Move through the opening in the ceiling and fly to the end. The key is

behind a Forcefield at the end of this chute. Immediately before the Forcefield is a metal grate where you can shoot the Switch that disables the Forcefield. Shoot the Switch and collect the key.
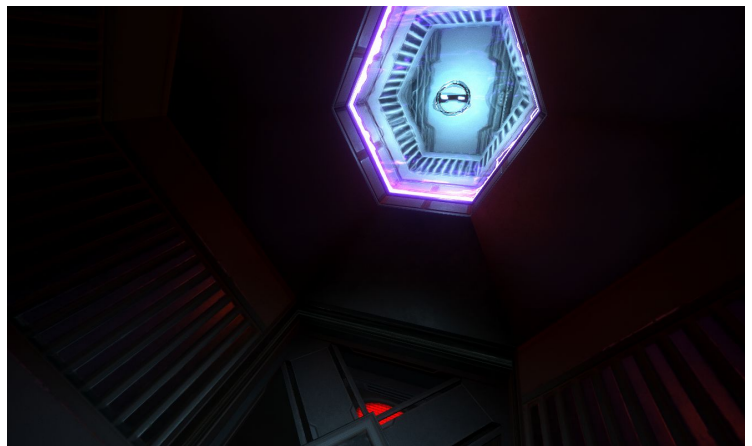
REACTOR ROOM:

Fly back out of the chute the key was collected in, and exit the room through the door you entered. Continue flying down and forward through the room to find the Level 3 Security Door in the floor. Pass through the door to a cavernous area. Follow the left side of the cave wall, until reaching a room with a pillar surrounded by lava. Continue following the left wall to reach another room with a large rocky pillar in the center.

On the other side of the pillar is where the Forcefield-protected Reactor is installed. Fly around the Reactor along the cave walls to find the two generators. Destroy the generators to disable the Forcefield and begin to overload the Reactor. After the Reactor has been destroyed fly back to where the generators were and locate the Emergency Exit in the ceiling of the cave.

TITAN COLLIDER SECRET LOCATIONS

No Keys Required

Log Entry

Secret door in the ceiling of the Energy Center at the start

Upgrade Point

Secret door in the ceiling of the Energy Center at the start

Super Missile Pods

Secret door in the floor near the first Security Key

Level 1 Security Access Required ⊖−

Cloak

In a secret door in the ceiling past the first Security Door in the Forcefield's hallway

Upgrade Point

Secret room past the first Security Door in the Forcefield's hallway

Super Nova

Secret room past the first Security Door in the Forcefield's hallway

Super Upgrade

Secret room past the first Security Door in the Forcefield's hallway

Devastator

In a secret door in the floor past the first Security Door at the end of the Forcefield's hallway

Missile Pods

In a secret door in the ceiling past the first Security Door in front of the Cryotube Chamber

Super Upgrade

Secret door in the floor in a long curved hallway past the first Security Door

Super Falcons

Secret door in the ceiling at the end of the vertical curved tunnel near the second Security Key

Devastator

Floor of the caves near the second Security Key

Devastator

Floor of the caves right before the Thunderbolt

Level 2 Security Access Required ⊖−⊖−

Overdrive

Secret door in the floor near the third Security Door at the entrance to the secret level warp

Secret Level Teleporter

Secret door in the lower level near the Invulnerability. Locks if you shoot the Generators.

Cloak

Secret door in the floor before the hallway to the third Security Key

Super Upgrade

Locked door in the floor of the hallway to the third Security Key, Switch in Cloak secret 🔴

Level 3 Security Access Required ⊖−⊖−⊖−

Super Upgrade

Low in the caves past the third Security Door before the lava

TITAN COLLIDER MONITOR LOCATIONS

No Keys Required

- Start of the level to the left of the first door
- Start of the level to the right of the first door
- Upper level of main center room
- Just outside of the first Security Key room

Level 1 Security Access Required

- Through the non-Cryotube Chamber first Security Door taking the left door towards the second Key (x2)
- Outside of the room of the second Security Key by an Upgrade Point
- Through the first Security Door in front of the Cryotube Chamber
- Secret room in the floor by the Forcefield protected hallways past the first Security Door

Level 2 Security Access Required

- Through the second Security Door and the cave door near the Energy Center (x2)
- Through the second Security Door and the cave door across from the Energy Center, right side of the pillar on the upper level
- Through the second Security Door and the cave door across from the Energy Center, left side of the pillar on the upper level
- Third Security Key room (x2)

TITAN COLLIDER LOG LOCATIONS

No Keys Required

- Secret door in the ceiling of the Energy Center at the start

Level 1 Security Access Required

- Through the non-Cryotube Chamber first Security Door taking the left door towards the second Key
- In the Cryotube Chamber
- In a Guardian in a secret room past the first Security Door in the Forcefields hallway
- Below in the caves near the second Security Key
- Below in the caves near the second Security Key (opposite end of the other one)
- In a Guardian through the door by the second Security Key to the cave tunnel that does not lead to the level 2 Security Door

Level 2 Security Access Required

- In the room of the level 3 Security Door near the Invulnerability
- In a Super Harpy just before the third Security Key

Level 3 Security Access Required

- In a Gorgon on the opposite end of the grate by the level 3 Security Door

TITAN HARBOR

MAJOR THREAT DETECTED

MISSION 10

Titan Harbor is the central hub for the rest of the Titan facilities and the final facility on this moon. The Valkyrie-class Auto-Op is deployed here, boasting severe close range damage and superior maneuverability.

The facility is almost fully constructed, with only a few small caves to traverse. The Taurus Auto-Op, which must be engaged to destroy the facility, is also present here. This melee-focused Auto-Op delivers a devastating charge attack, along with short range defenses and missile salvos.

Secrets	22
Upgrades	5
Super Upgrades	8
Cryotubes	4
Log Entries	6
Monitors	21
Keys	3

OBJECTIVE: DESTROY THE TAURUS

FIRST SECURITY KEY:

Fly forward toward the fans in the starting room, then turn right to the opening in the wall where a Scourge waits. Follow the path through this opening, and through the cavernous section, to the central room. Fly down the opening in the floor into another cavernous area, and follow it through the door at the end of the cave to enter a large room with multiple Auto-Ops.

Follow the right side wall to the end of the room, and enter the door here to find the key room. In it are two shielded Auto-Op Fabricators, and a Forcefield near the floor. Destroy the generators above the Fabricators to disable the shields and the Forcefield. Continue through the opening in the wall where the Forcefield was, then up the chute and collect the first key.
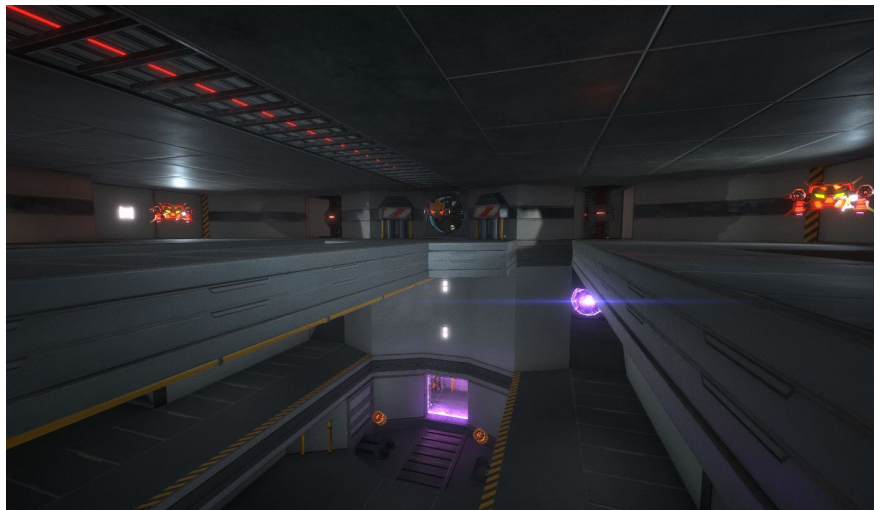
SECOND SECURITY KEY:

Fly back out the door to the main room, turn right and fly up to the opening here. Follow this path along the left wall to the opening in the floor. Fly down, and proceed through the Level 1 Security Door. Follow the curved chute to the ground, then move down the longer hallway towards the group of Harpies.

Continue down this hallway through another curved chute, and follow it all the way to the ground. Fly behind the pillar with the fan on it, and continue following this path to a generator. Destroy it to disable the Forcefield above. Backtrack to the other side of the pillar with the fan and fly up to the level above. Locate and follow the narrow hallway ahead to collect the key.
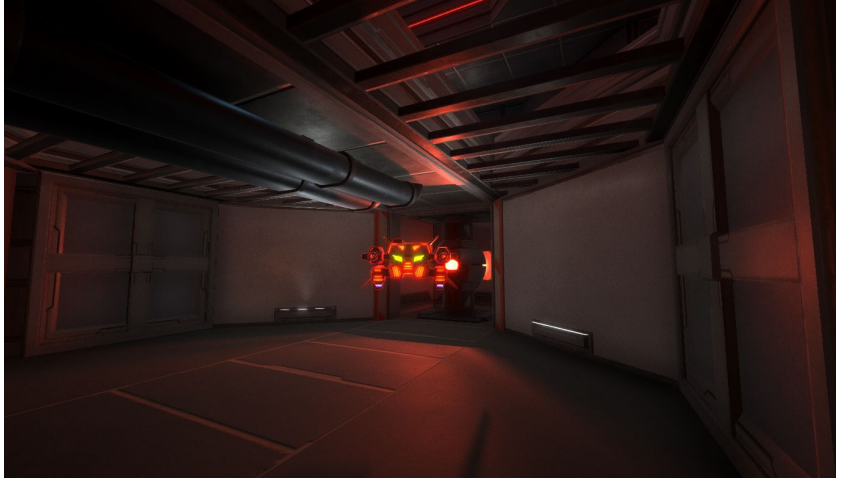
THIRD SECURITY KEY:

Exit the key room through the same narrow hallway and fly back up the curved chute. Enter the Level 2 Security Door on the left. On the left are two shielded generators and a Forcefield. Below are Switches to deactivate the shields on the generator. Fly down to the bottom, and destroy the two Switches on either side of the central pillar. Return to the above area and destroy the generators to disable the Forcefield. Continue through the Forcefield in between the generators to a cave, and follow the path to find the third Security Key.
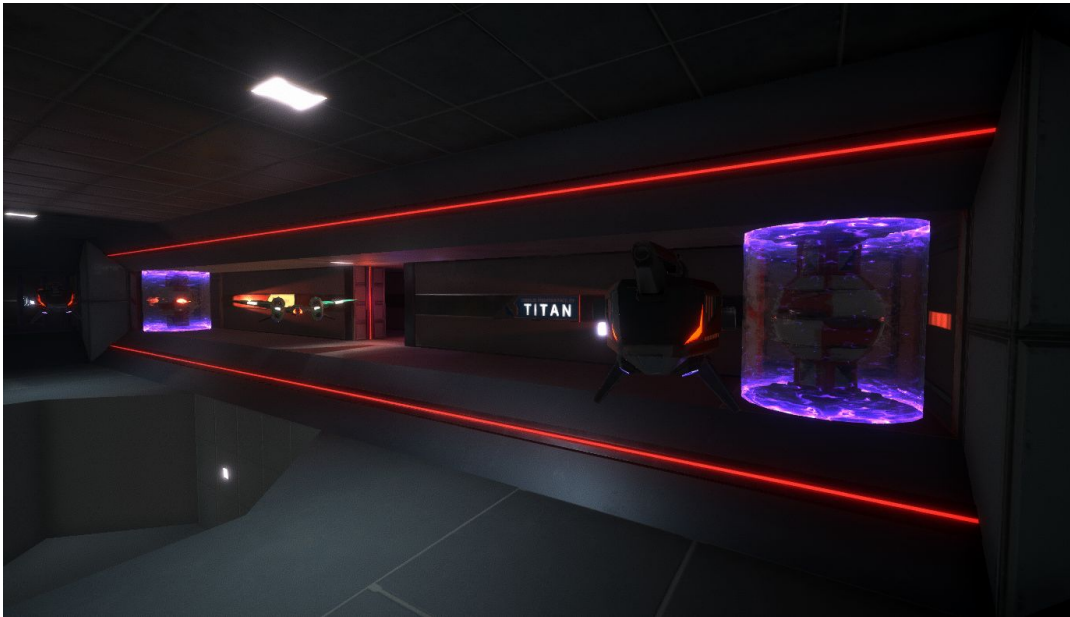
BOSS ROOM:

Fly back out of the cave towards to the previous room, and move to the bottom where the Switches were. The Level 3 door is on the floor behind you. Enter the boss room where the large melee-based Auto-Op, Taurus, is stationed. The boss room has an Energy Center on the ground floor, and multiple power-ups scattered throughout.

Taurus will charge and shoot the gunship, often simultaneously. Taurus is also equipped with a cloaking device which intermittently activates, making it very hard to locate the Auto-Op. Once Taurus is destroyed, it will cause the facility to overload.

The Emergency Exit is on the bottom level, on the opposite side of the Auto-Op Fabricators. Locate this door and fly upwards through the chute to exit the facility.
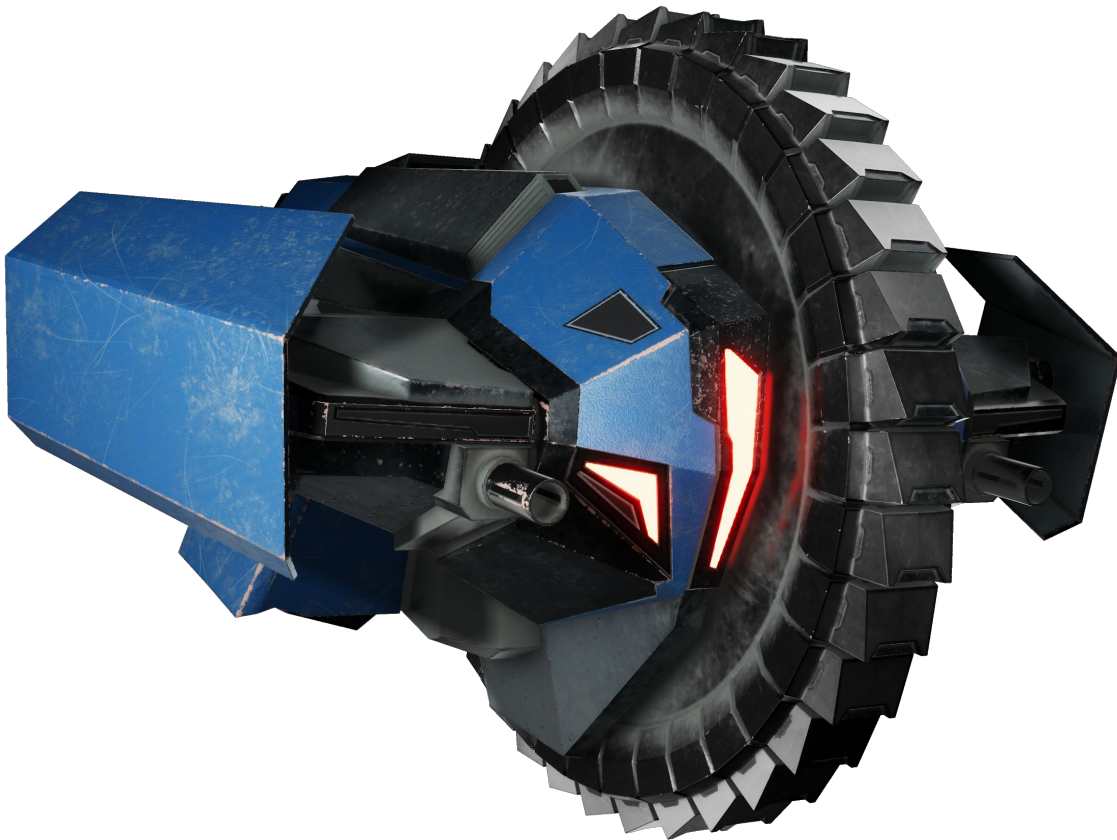
No Keys Required

Cloak

Floor of the first cave

Devastator

Secret door above the first Security Door

Armor

Past the Forcefield in the lockdown room in the first large room

Armor

Past the Forcefield in the lockdown room in the first large room

Super Hunter

Past the Forcefield in the lockdown room in the first large room

Super Falcons

Past the Forcefield in the lockdown room in the first large room

Upgrade Point

Secret door at the top of Forcefield pillared room before first Security Door

Timebomb 🔴

Locked door in the bottom of the pillar in the Forcefield pillared room before the first Security Door

Invulnerability

Secret door in the top of the pillar in the Forcefield pillared room before the first Security Door

Timebomb

Secret door in the floor across the room of the first Security Key

Devastator

Secret door above the first Security Key

Super Upgrade

End of the hallway in the secret door above the first Security Key

Level 1 Security Access Required

Missile Pod

Secret room through secret door in the ceiling, near the second Security Door

Missile Pod

Secret room through secret door in the ceiling, near the second Security Door

Log Entry

Secret room through a secret door in the floor, in the same room as the Missile Pods near the second Security Door

Invulnerability

Secret room through a secret door in the floor, in the same room as the Missile Pods near the second Security Door

Timebomb

Secret door in the ceiling of the second Security Key room

Level 2 Security Access Required

Super Upgrade

Secret door in the hallway by the Forcefield, on the way to the third Security Key

Upgrade Point

Secret door in the floor in the hallway by the Forcefield, on the way to the third Security Key

Overdrive

Past the second Security Door, in a locked door across from the Cryotube Chamber

Level 3 Security Access Required

Timebomb

Secret door in the wall, immediately after the third Security Door

Overdrive

Secret door in the floor of the boss room

TITAN HARBOR MONITOR LOCATIONS

No Keys Required
- Start of the level on the left
- Start of the level on the right
- In the room with the Scourges past the first cave
- Through the door to the first main room
- In the Goblin Variant lockdown room (x2)
- In the Goblin Variant lockdown room behind the Forcefield (x2)
- In the secret room down the hallway by the first Security Key (x2)
- Outside of the first Security Key room
- In the main room, outside of the room with the Super Upgrade in the Forcefield

Level 1 Security Access Required
- On the way to the generator for the second Security Key Forcefield (x2)
- In the room of the second Security Key

Level 2 Security Access Required
- To the right after entering the second Security Door
- In front of the Cryotube Chamber (x2)
- Secret room in the room with the Forcefield Super Upgrade

Level 3 Security Access Required
- Boss room near Auto-Op Fabricator (x2)

TITAN HARBOR LOG LOCATIONS
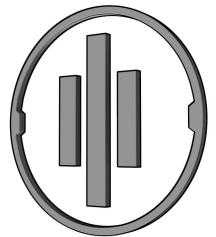
Level 1 Security Access Required
- Secret room through a secret door in the floor, in the same room as the Missile Pods near the second Security Door
- In a Wyvern just outside of the level 1 Security Door, near an Upgrade Point

Level 2 Security Access Required
- In a Valkyrie past the level 2 Security Door
- In the Cryotube Chamber
- In the caves right next to the third Security Key
- On the ground floor where the level 3 Security Door is, right near a grate that a Super Upgrade Point is visible through

TETHYS LAB

MISSION 11

Tethys is the first of two of Saturn's inner moons that Cronus Frontier has constructed installations on. The scientists at this research facility were made aware of an alien craft that crashed on Enceladus, the other inner moon outpost. Auto-Ops based on research on the findings at the crash site were developed here.

All three Security Keys are obtainable before any Security Door opens, and the keys can be collected in any order. A new and very dangerous Auto-Op - the Reaver - is located deep in the facility. These Auto-Ops behave like the Golem, but are also equipped with a rapid-fire Driller weapon that allows them to engage both at range and point-blank. Try to pick these Auto-Ops off before they get within their detonation radius.

Secret level teleporter detected: **Blizzard**

Secrets	21
Upgrades	4
Super Upgrades	7
Cryotubes	2
Log Entries	9
Monitors	23
Keys	3

OBJECTIVE: OVERLOAD THE REACTOR

FIRST SECURITY KEY:

Fly straight through the first hallway and turn left. Turn left again in this room and fly through the diamond-shaped opening. Go through the next diamond-shaped entrance to a room with large angular pillars. Fly to the back wall, but do not go through the next opening. Turn around to find the key at the bottom of the room.

SECOND SECURITY KEY:

Fly back up through the diamond-shaped entrance previously entered, and follow the path back to the large room outside of the locked Level 3 Security Door. Turn right towards the Security Door, and follow the hallway forward until reaching an opening on the left side.

Move into this opening and follow the path down. Turn right in the first room to find the second key at the far end. After collecting the key, an Auto-Op ambush will occur from secret doors in the floor. Clear the room before collecting the key to avoid being overwhelmed.
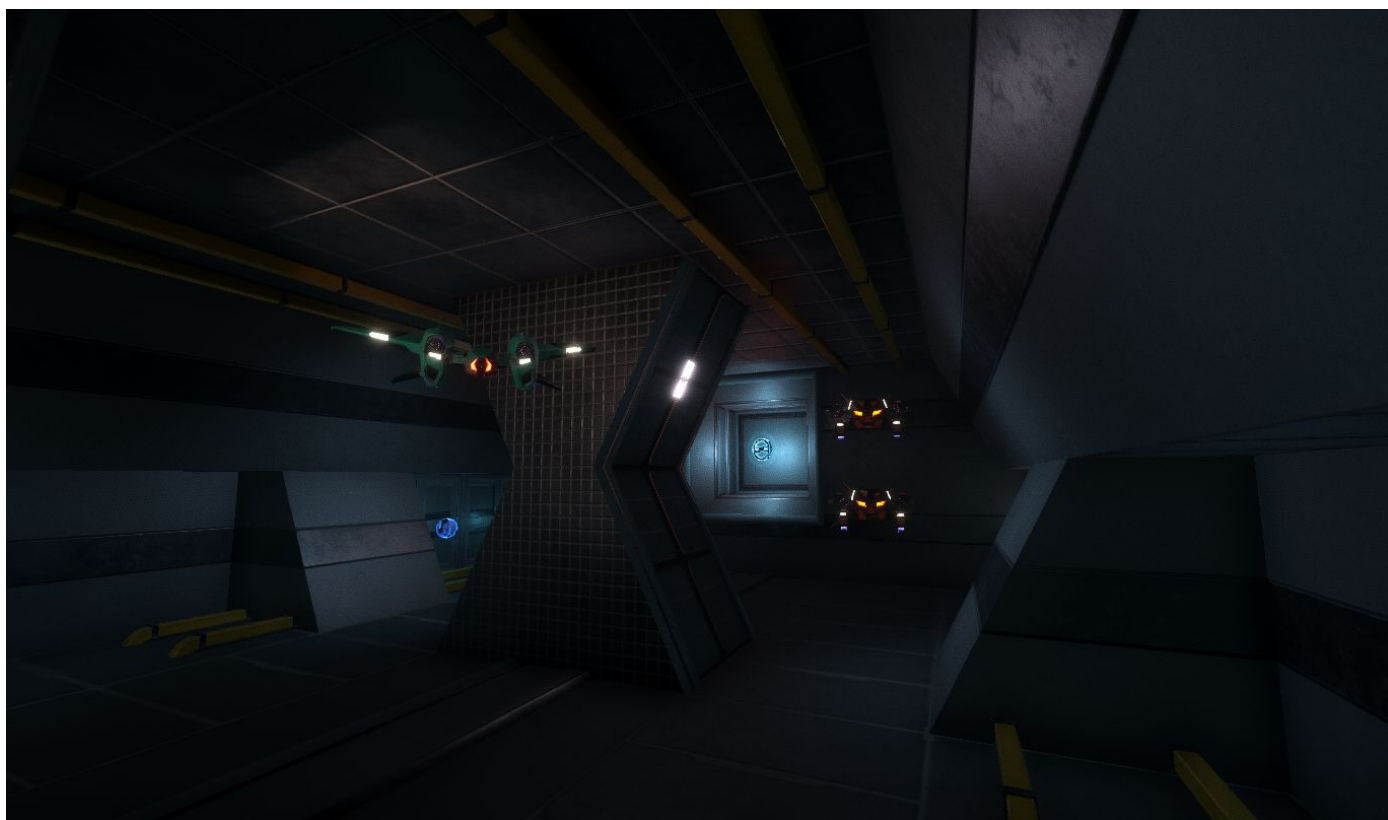
THIRD SECURITY KEY:

Fly to the start of the second key room, turn right, and fly up the ramp to the hallway. Turn left to a room with a red pillar and fly past it to the next room. Turn left and fly down through the angular drop to the door on the ground. Enter this door to find a room with a forcefield and a generator on either side of it. Destroy the generators to disable the forcefield, then fly through the floor and follow the hallway to the end. Turn around and fly up through the Accelerator Tunnel here to find the key at the end.
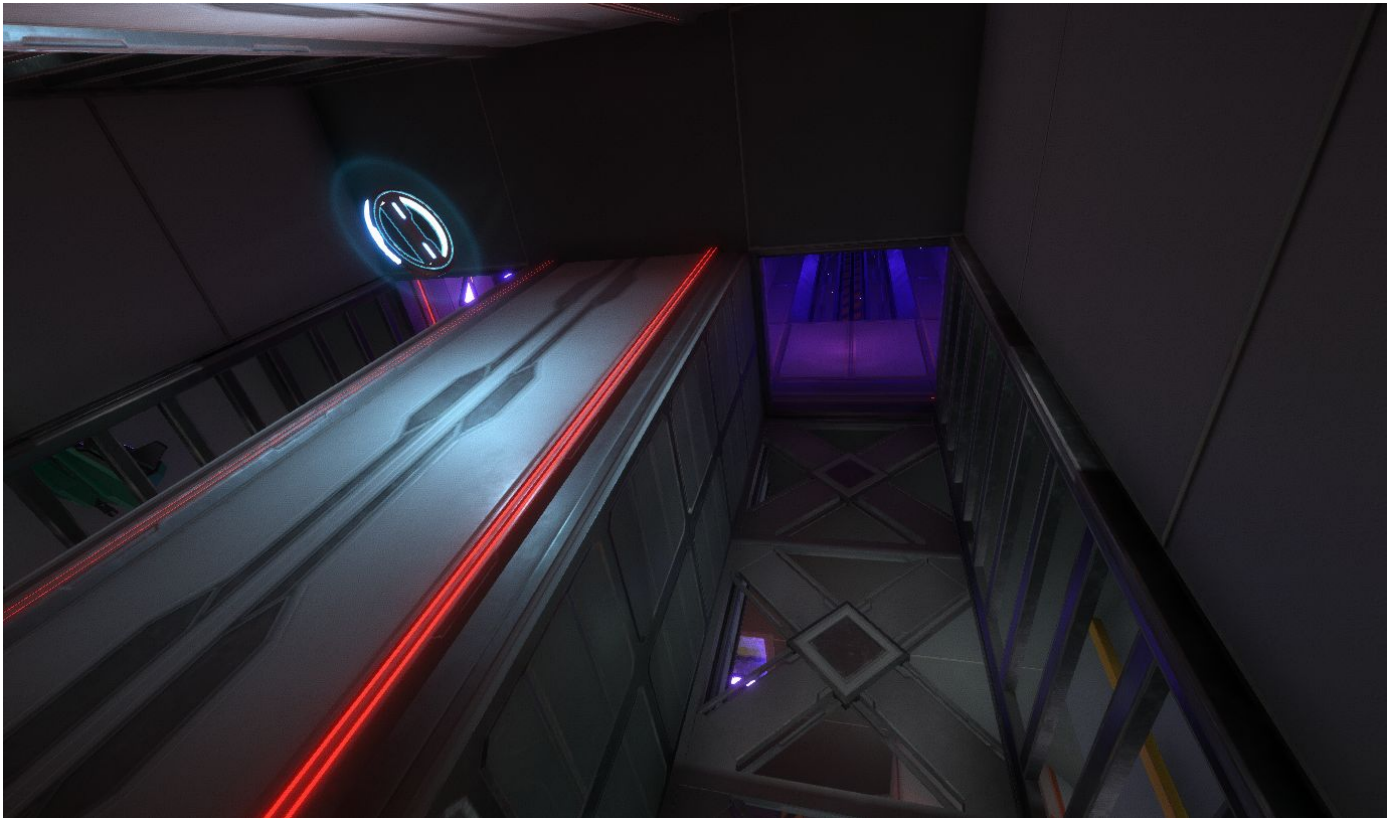
REACTOR ROOM:

Follow the Accelerator Tunnel back and proceed back through the long hallway, through the door in the ceiling, then up past the angular hallway. Turn back through the hexagonal entrance and take every first left from here until the Level 3 Security Door is reached. Enter the Security Door to begin the journey to the Reactor room.

REACTOR ROOM CONTINUED:

After entering, fly to the bottom of the three-tiered room and through the wide door. Fly down into the next room to encounter a lockdown room with a significant number of Reavers. The Goblin variants will not count towards the lockdown counter, so prioritize the Reavers here. In the floor below there is an Invulnerability that can be extremely helpful. Once the lockdown is completed a door opens in the center of the bottom level. Fly through this entrance and circumnavigate the central pillar to the end of the room where an entrance in the ground opens up to an ice cave.
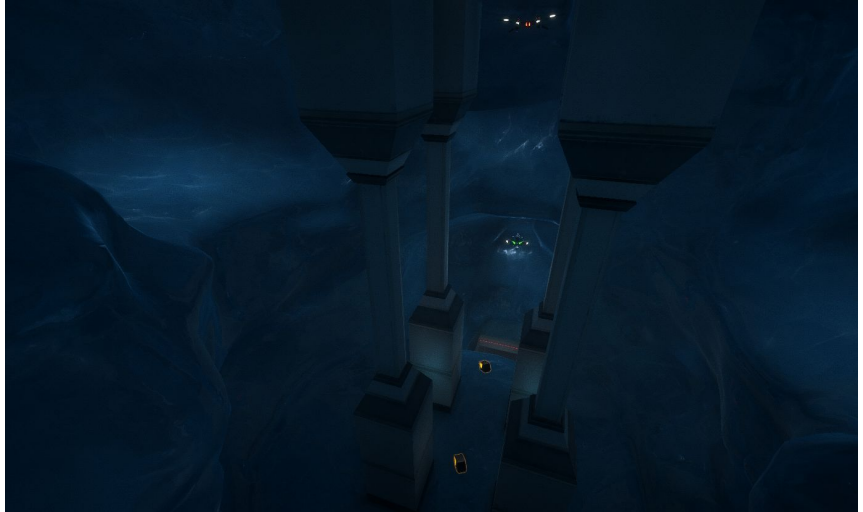
Continue through this cave to the four pillars to find an entrance to a structured area in the cave floor. Fly down here and follow the long hallway with pillars to the end. At the end of this long hallway is an opening in the floor. Take this opening to find two Accelerator Tunnels with two Reavers guarding it. Follow the tunnel marked with the proper arrows to the end and proceed along the path downward into a narrow hallway.
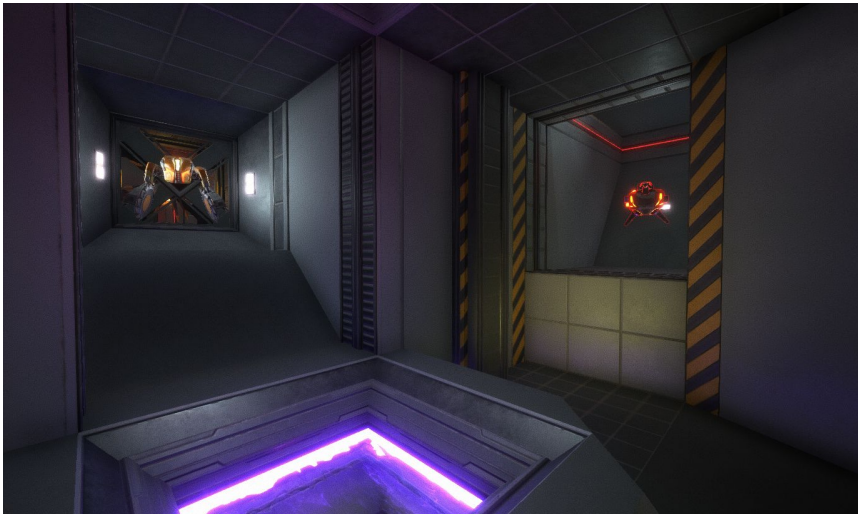
Move through this hallway to find a large clearing with four pillars. Fly to the bottom of this room through the pillars to find a Forcefield in the floor. On either side of the Forcefield are two narrow entrances. Follow either side to find a generator. Opposite of the generator is an Invulnerability power-up, which can be useful against a Reaver ambush. Backtrack after the generator is destroyed to find the Forcefield disabled.

REACTOR ROOM CONTINUED:

Proceed through the opening to the room that leads to an ice cave. Fly down and follow the left side walls of the ice cave to a wide door. Enter the door to the Reactor room to find a shielded Reactor surrounded by pillars. Two generators can be found along the structured walls of the Reactor room. Destroy the generators to disable the shield and overload the Reactor.
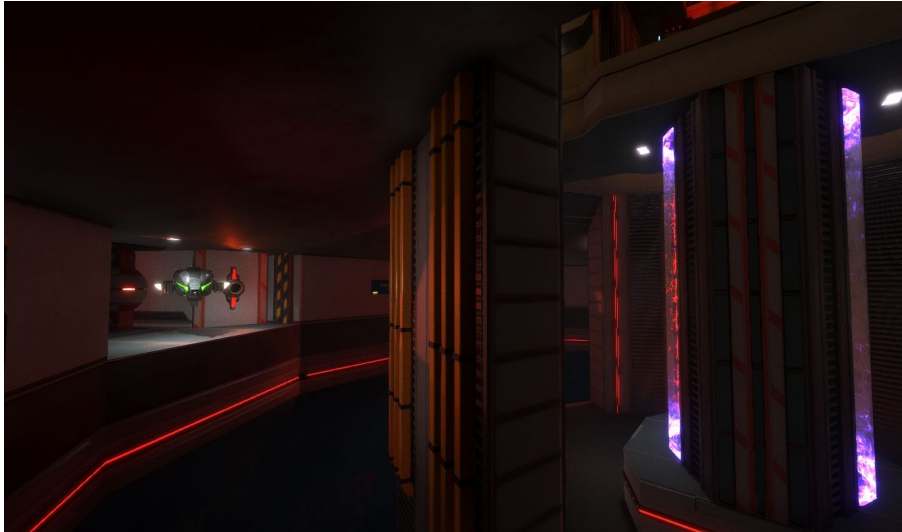
ESCAPE THE FACILITY:

Directly above the Reactor the first Emergency Exit door opens. Take this door and follow it straight through an Accelerator Tunnel and continue flying straight up to the ceiling. Move straight up along the central pillar through each door in the ceiling, navigating around the levels of the tiered rooms. After flying through the Level 3 Security Door the final Emergency Exit hallway will be visible. Fly through here to escape the facility.
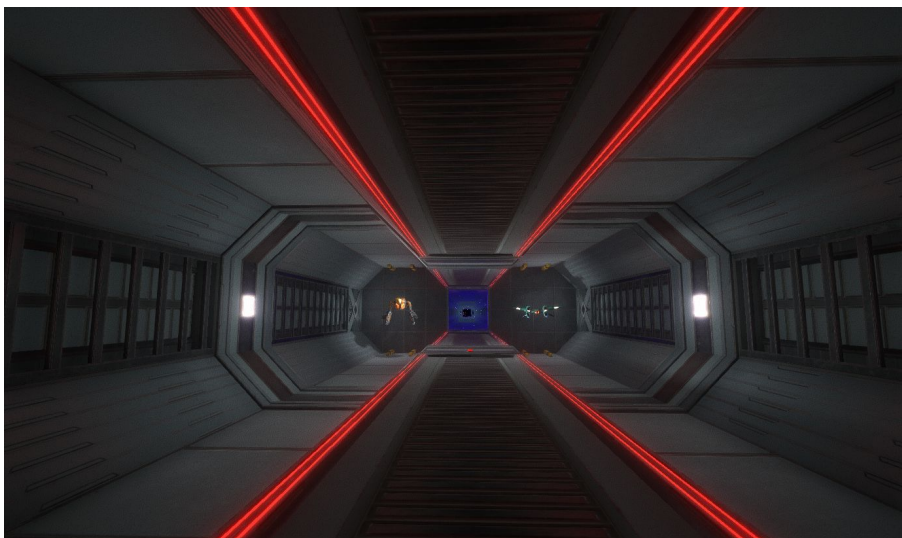
TETHYS LAB SECRET LOCATIONS

No Keys Required

Log Entry

Secret door in the ceiling, in the room with the Level 3 Security door and Exit

Invulnerability

Secret door in the floor, two rights from the start of the level

Timebomb

Secret door in the floor, in the room with 4 monitors, below the Falcon and Hunter

Cloak 🔴

Locked door in the floor, before zig-zag down room

Timebomb 🔴

Locked door in the floor, before zig-zag down room

Log Entry 🔴

Locked door in the floor, before zig-zag down room

Super Upgrade

Secret door in the ceiling, before the first Accelerator Tunnel

Upgrade Point

Secret door in the floor, after the return Accelerator Tunnel

Level 3 Security Access Required 🔵🔵🔵

Super Falcons

Secret door in the ceiling, after the Reaver lockdown room

Super Creeper

Secret door in the ceiling, after the Reaver lockdown room

Secret Level Teleporter 🔴🔴

Secret door in the floor, after the Reaver lockdown room, Switches in prior 2 secrets.

Super Upgrade

Secret door in the floor, after the ice cave with the four pillars

Super Missile Pod

Secret door in the floor, after the ice cave with the four pillars

Hunters x2

Secret door in the floor, after the long hallway after the ice cave

Upgrade Point

Secret door in the ceiling, near the shielded generator, in the tall pillared room

Overdrive

Secret door in the ceiling, near the shielded generator, in the tall pillared room

Super Upgrade

Ceiling of the lockdown room, beyond the shielded generator

Devastator x2

Ceiling of the lockdown room, beyond the shielded generator

Nova x2

Ceiling of the lockdown room, beyond the shielded generator

TETHYS LAB MONITOR LOCATIONS

No Keys Required

- First room on the left from the start (x4)
- Near the Overdrive and Security Key (x2)
- In the construction looking room, outside of the Overdrive room
- In the construction looking room, with multiple tubes running through it (x2)
- In the ambush Security Key room
- Locked door in the floor, before zig-zag down room 🔴
- In the first room past the zig-zag down, towards the Security Key
- Further down the zig-zag, Security Key before the Accelerator Tunnels

Level 3 Security Access Required 🔑🔑🔑

- First room beyond the Security Door (x2)
- In the Reaver lockdown room, near the Cryotube Chamber door (x2)
- In the room past the Reaver lockdown room, before the ice caves
- After the long hallway past the pillared ice cave
- By the Reaver protected Forcefield, down the tall room (x2)
- In the Reactor room (x2)

TETHYS LAB LOG LOCATIONS

No Keys Required

- Secret door in the ceiling, in the room with the level 3 Security Door
- In the hallway before the Security door, from spawn - left then right, at the end of the hallway before it turns right
- Locked door in the floor, before zig-zag down room 🔴
- Near the construction tube hallways, by two Super Wyverns
- In a Valkyrie past the Accelerator Tunnels, before the Security door
- In a Gorgon, as part of the ambush Security Key
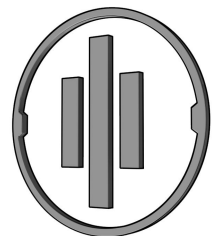
Level 3 Security Access Required 🔑🔑🔑

- In a Reaver, past the Reaver lockdown room
- Near the Forcefield at the bottom of the very tall hallway, before the ice caves to the Reactor room
- Floor of the ice caves near the Reactor

ENCELADUS DEPOT
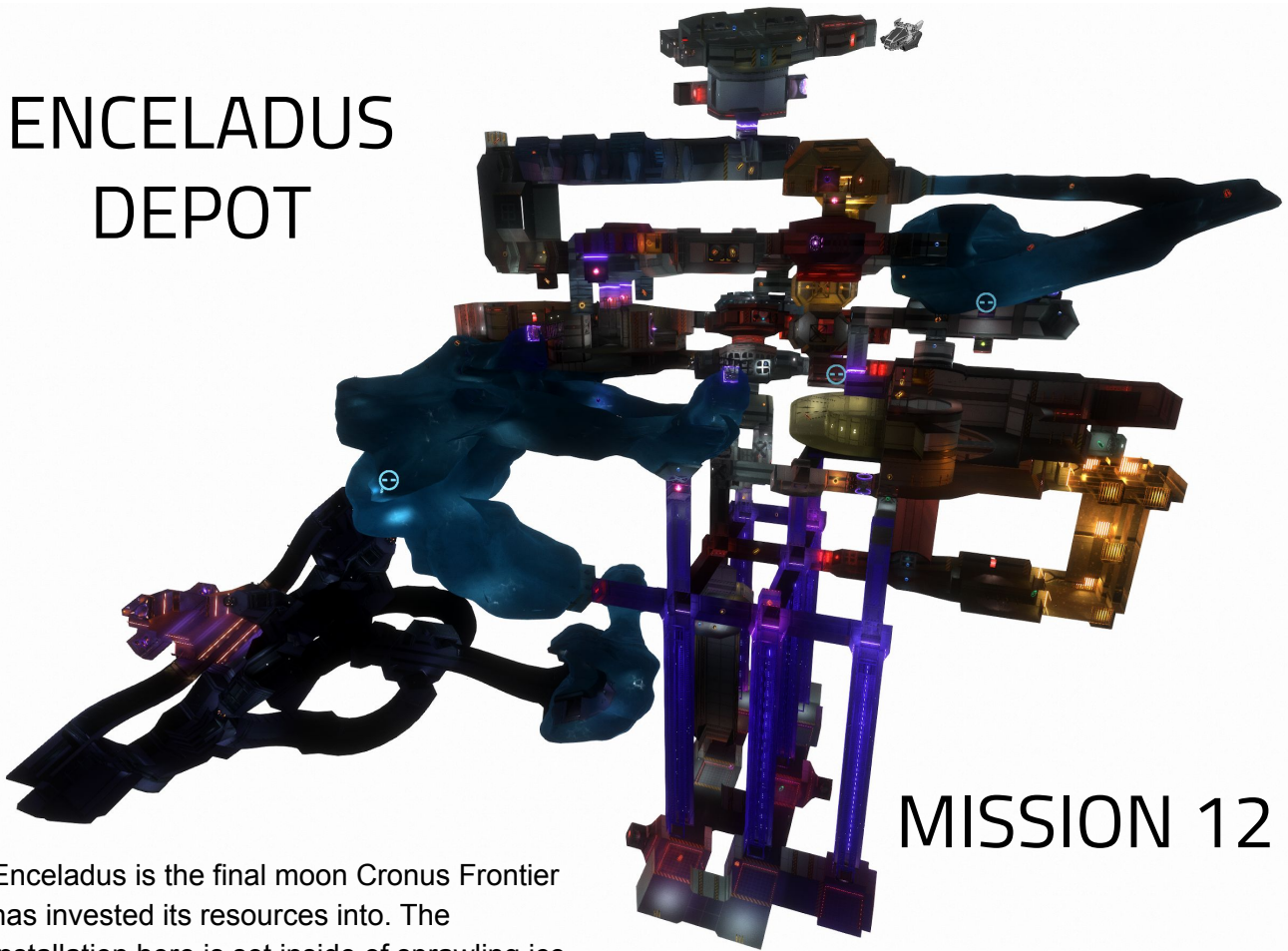
MISSION 12

Enceladus is the final moon Cronus Frontier has invested its resources into. The installation here is set inside of sprawling ice caves with many paths back to the central room.

The Phantom-class Auto-Op is present here; these Auto-Ops are Scorpions that have been fitted with a permanent cloaking device. Listen for their activation, as that audio cue is usually the only hint that they are prepared to attack. Using flares and/or the Kodachi's headlight may also provide an advantage in combat. Destroyed Phantoms may leave behind intact cloaking devices, so in situations with multiple Auto-Ops these should be the main target if seeking to gain a combat advantage.

Secrets	17
Upgrades	3
Super Upgrades	6
Cryotubes	0
Log Entries	11
Monitors	24
Keys	3

There is much to explore in this facility that the direct path to the keys will not cover. It is worth descending to this facility's depths to resolve what may be behind Kantor's true motivations. Find him and discover what is worthy of his secrecy and ruthless protection.

OBJECTIVE: LOCATE GABRIEL KANTOR

FIRST SECURITY KEY:

Start forward past the first pillar to find two Scourge Auto-Ops, on the opposite end of the room. In the pit below is a door protected by a Forcefield and a shielded Auto-Op Fabricator. Destroy the Switch on the ceiling where the Scourge Auto-Ops are to disable the Forcefield. Once through the Forcefield, fly past the pillars through the hallway.

At the end of the hallway, Guardians will flank a hexagonal drop. Follow either path to the bottom, then move forward into a large main room. On either side of this room is a Level 1 Security Door. Continue flying forward, past the room with the central pillar, to a large pit. At the bottom is the Level 2 Security Door, and above it is the area housing the Level 1 Security Key.

Fly through this room to find a Forcefield in the floor with the key behind it. Destroy the generators on both sides of the room to disable the Forcefield. After each generator is destroyed, a Phantom will appear from behind it in a secret locked door. Be prepared for this ambush and collect the key when the room is secure.
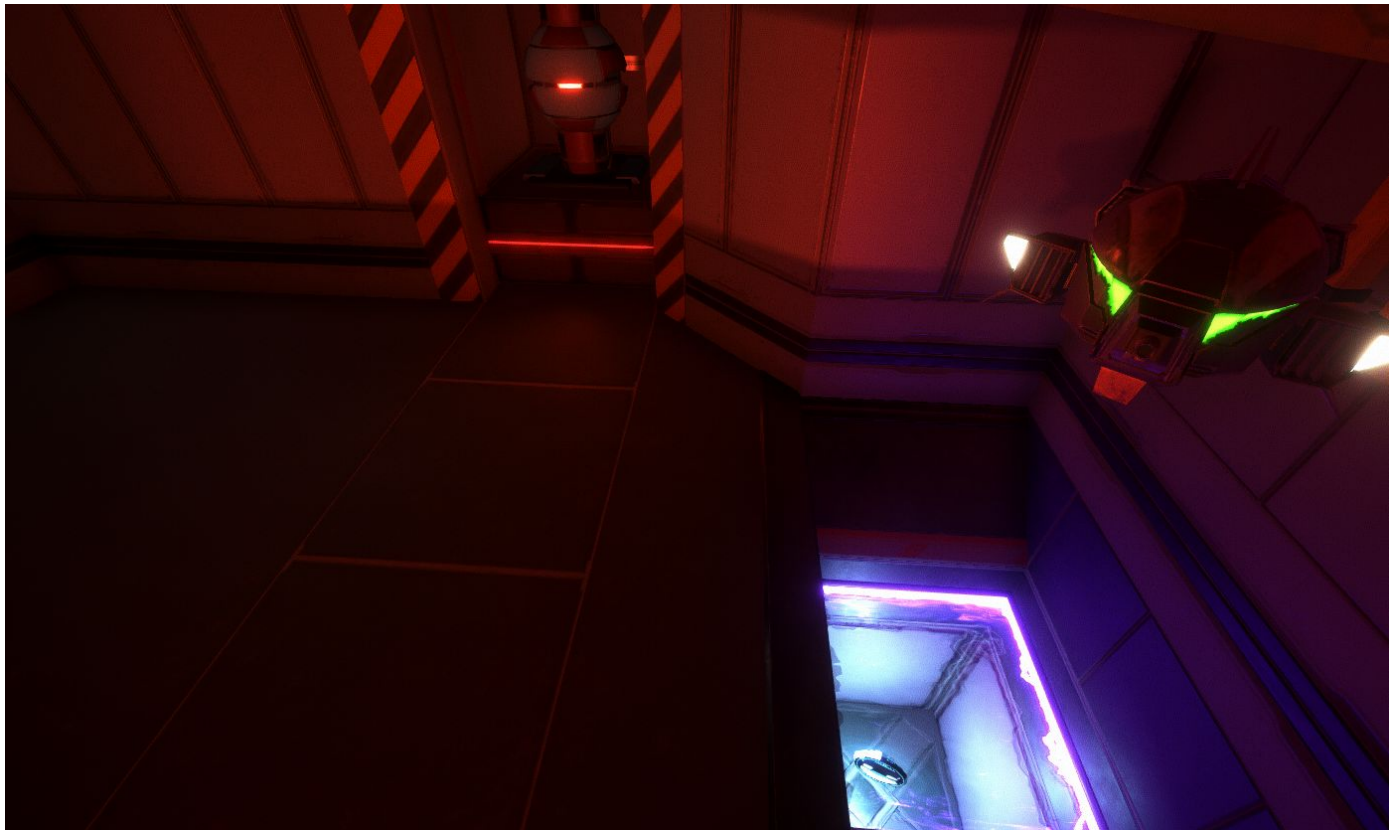
SECOND SECURITY KEY:

Return up the chute from the key room. Proceed past the room with the pillar, and turn right into the Level 1 Security Door, where a Guardian and turret sit. Turn right and proceed through the hallway, to a tall room with an ice cave visible ahead. Multiple Auto-Ops are present in this room, including Reavers. Remain at ground level and take the door on the left. Turn right and fly straight through the narrow opening.

The key is visible through a grate in the right side wall. From here, take either of the lower openings, and follow the hallway in the direction of the key, but be conscious of a set of Harpies at the opposite end. Along the inner wall of the hallway is an opening leading to the key room guarded by Reavers. Enter the room to find a Forcefield on the ceiling guarding the key. Destroy the Switch along the wall, then destroy the generator under the floor to disable the Forcefield. Be advised that there are Auto-Op Fabricators that activate in the hallway just outside when the Switch is destroyed. Two turrets are placed along the wall where the key resides, so a rapid approach and retrieval is necessary. Once the Forcefield has been disabled, fly through the opening in the ceiling, and collect the key.
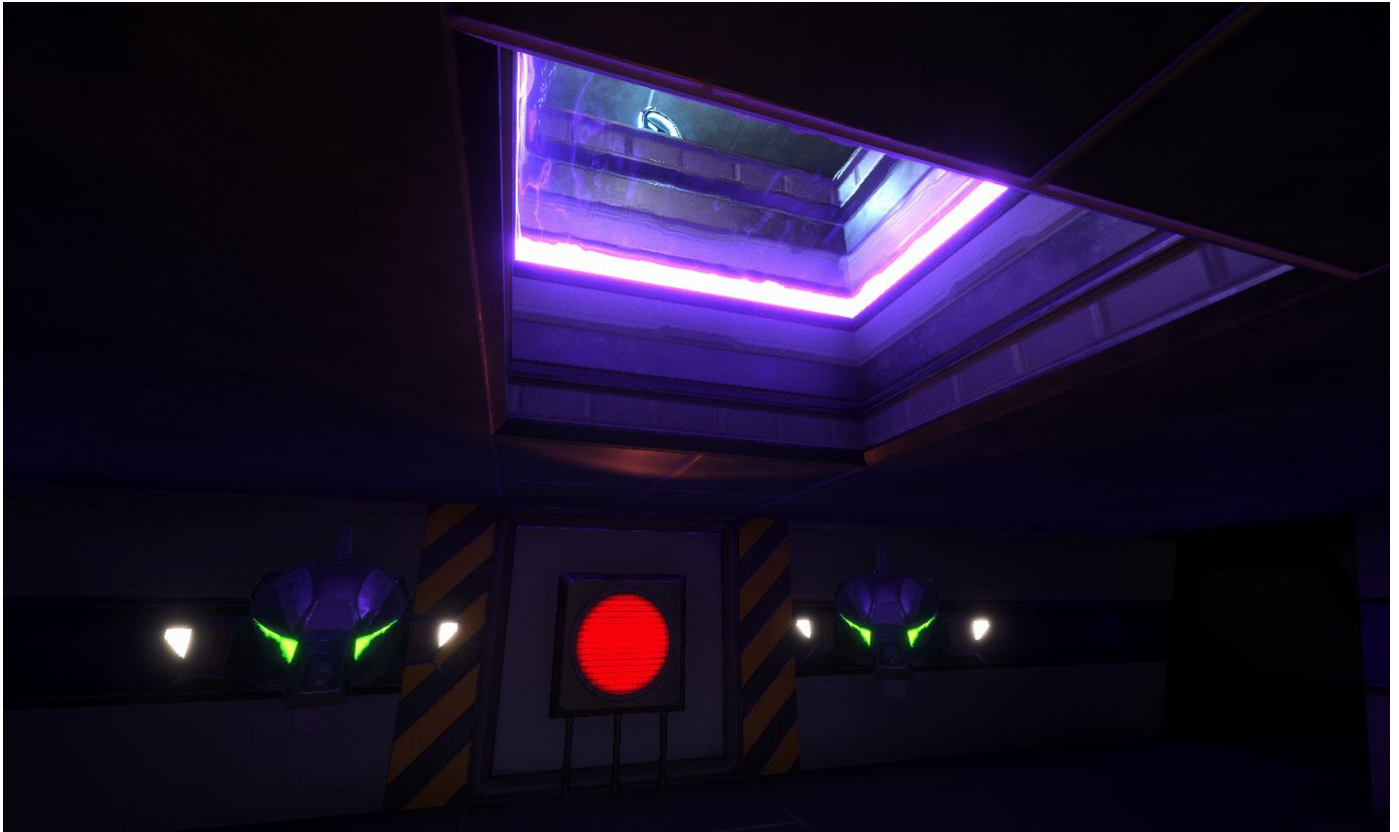
THIRD SECURITY KEY:

Begin backtracking towards where the first key was collected. Fly back through the hallway into the first room and through the opening near the ceiling. Turn left down this hallway, and enter the door to the tall room. Proceed right through this hallway, then left through the Level 1 Security Door. Fly left past the pillar, and proceed all the way down the chute to the bottom. Enter the Level 2 Security Door here, to enter a large room with multiple Auto-Ops and turrets. This room can be bypassed by turning left immediately after entering, and following the opening in the wall just past the turret.

Follow this hallway to a room with a Forcefield blocking the entrance to an ice cave. On the opposite side of the room is a wide door. Enter it to begin a lockdown sequence with Phantoms and Hydras. After the lockdown is complete, fly to the far end of the room opposite of the wide door to find a generator in the pillar. Destroy it to disable a nearby Forcefield. Fly past this pillar into the opening in center pillar ahead with turrets mounted on it, then fly right to enter the ice caves. Move ahead and down in this cave to find the key, guarded by multiple Guardian Auto-Ops.
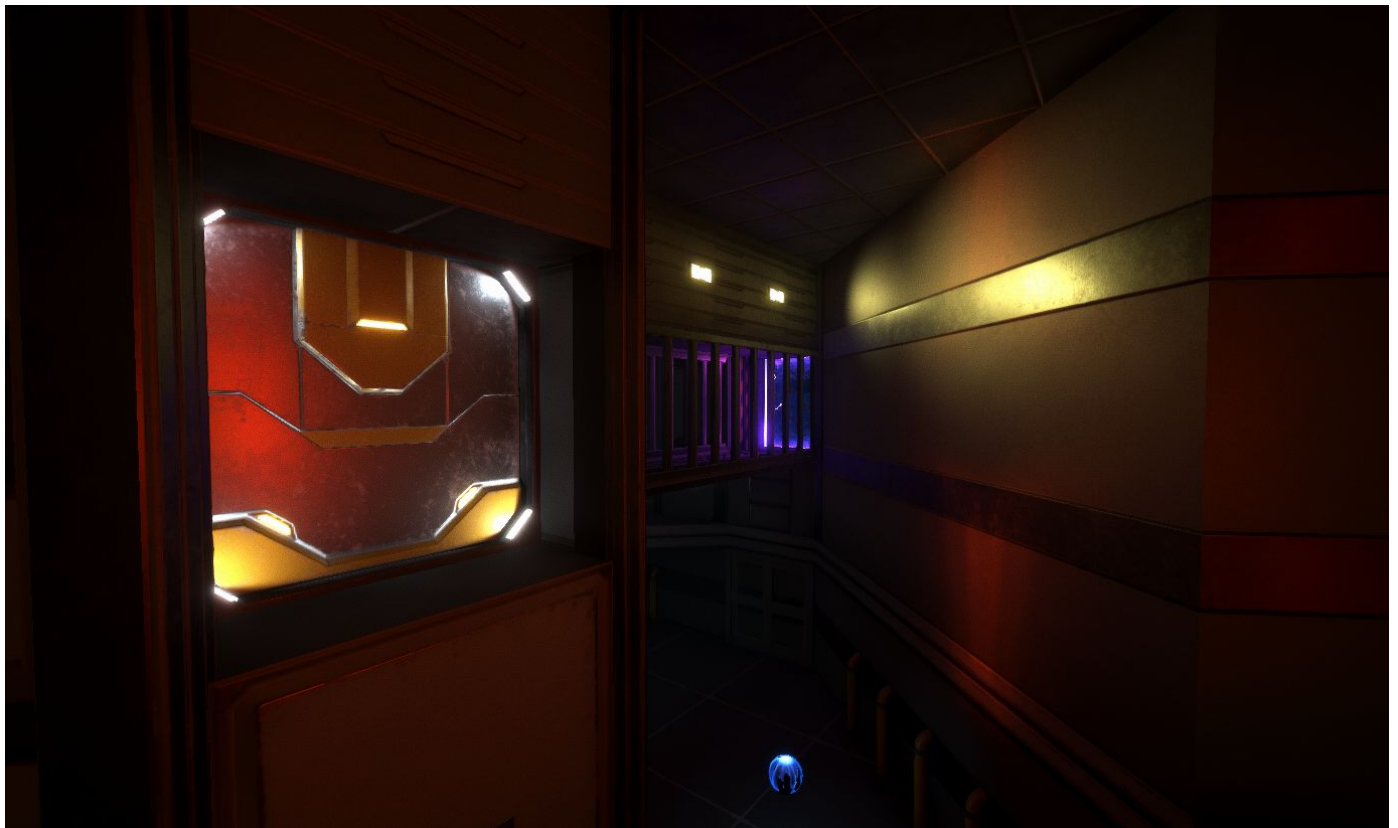
LOCATING KANTOR:

Return to the cave entrance, and fly straight ahead to enter another ice cave. Follow the left wall down to the Level 3 Security Door. Enter the door here to continue on, into a series of narrow

hallways. Below are three generators that must be destroyed to disable the Forcefield. There are multiple turrets and Auto-Ops on the ground floor, so be prepared for a protracted engagement.
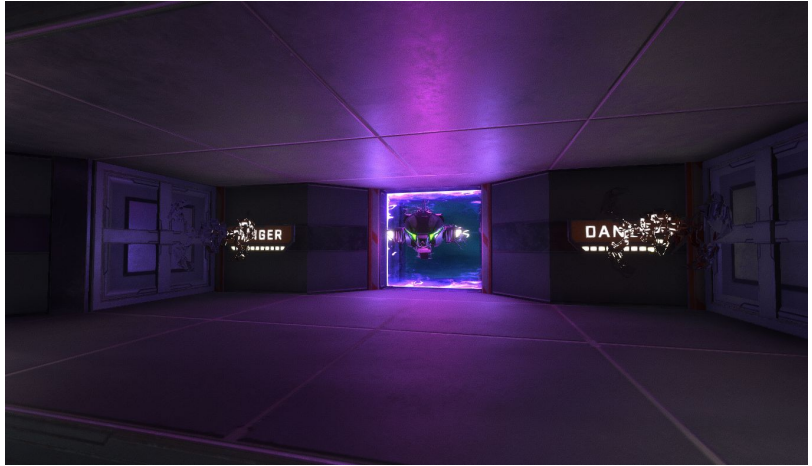
Follow the first drop ahead through the Accelerator Tunnel to get to the generators. There, destroy one generator and proceed right to find the second, along the same wall, and

destroy it. Fly around to the other side of the room to find the third generator centered there. Return back in between the first two generators, and proceed up through a wide chute with no Accelerator Tunnel.

The first opening in the chute contains a Reaver and two Phantoms also protecting the entrance to the ice cave. Destroy these Auto-Ops, proceed through the cave entrance, and prepare for descent. Mara indicates the source of the disturbance is an alien portal located in the wreckage of the alien craft. Its opening is Kantor's doing, and he has likely already traversed its threshold. Proceed forward into the alien ship at the end of the ice cave. Fly down to the first opening in the ground on the left then follow this curved hallway to the end.
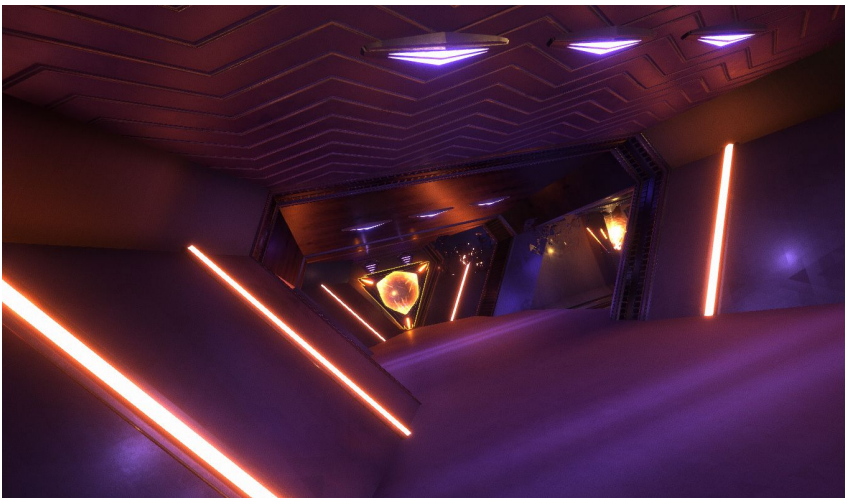
Turn left at the end of the hallway and move below a hanging roof. Begin flying up past this overhang, then turn around to face a lit hallway. Move through this hallway towards the portal, but be on guard for an ambush. Turn left when reaching the room and fly into the portal to escape the facility and pursue Kantor.

ENCELADUS DEPOT SECRET LOCATIONS

No Keys Required

Devastator
Secret door in the ceiling, in the hexagonal wall

Super Hunter
Secret door in the floor, below the first bright hallway

Super Falcons
Locked door in the floor in the room with the Forcefields, after the first bright hallway. Unlocked by destroying the generator of the same side.

Invulnerability
Locked door in the floor in the room with the Forcefields, after the first bright hallway. Unlocked by destroying the generator of the same side.

Level 1 Security Access Required 🔵

Super Missile Pod
Secret door in the wall, past the first Security Door

Super Upgrade
Through the first Security Door, past the Forcefield

Upgrade Point
Secret door in the floor, below the Energy Center around ice caves

Super Upgrade 🔴
Locked door on the floor, past the Energy Center around ice caves

Cloak
Secret door in the wall, past the Energy Center. Switch to previous secret here.

Overdrive
Secret door in the floor, in the hallway outside of the second Security Key

Upgrade Point
Secret door in the floor, in the hallway outside of the second Security Key

Nova x2
Secret door near the second Security Key, Cryotube Chamber visible from the room

Level 2 Security Access Required 🔵🔵

Overdrive
Below a bridge in the ice caves, before Security Door 3

Level 3 Security Access Required 🔵🔵🔵

Super Upgrade 🔴
Locked door in the ceiling, by the Accelerator Tunnels. Switch a significant distance away near the caged log entry

Super Devastator
Secret door in the ceiling, by the Accelerator Tunnels

Super Upgrade
Secret door in the ceiling, by the Accelerator Tunnels

ENCELADUS DEPOT MONITOR LOCATIONS

No Keys Required

- Start of the level (x2)

- The end of the first hallway, after the first door

- Pillar room with generators (x2)

- Room with the first Security Key

Level 1 Security Access Required

- In the neighboring room to the second Security Key (x2)

Level 2 Security Access Required

- To the right after entering the second Security Door (x2)

- Bottom level of the room after the second Security Door, near the Energy Center (x2)

- Near the Level 3 Security Door, past the Forcefield in the ceiling

- Hallway to the left past the Level 2 Security Door

- Phantom and Super Hydra lockdown room

- Through the second Security Door, in the room where the first Security Key was

Level 3 Security Access Required

- Bottom level beyond the third Security Door (x4)

- Upper secret area beyond the third Security Door (x2)

- Final Forcefield room (x2)

ENCELADUS DEPOT LOG LOCATIONS

No Keys Required

- In a Phantom, at the end of the hallway past the first Forcefield

Level 2 Security Access Required

- In a Phantom, in the Cryotube Chamber

- Near the level 3 Security Door, just outside of the Energy Center in the large room

- In a caged area, through the door in the lockdown room near the level 2 Security Door

- In the ice caves, past the lockdown room to the level 3 Security Door (x2)

Level 3 Security Access Required

- Bottom level where the three generators are, past the level 3 Security Door

- At the start of the alien ship

- Lower center of the alien ship

- Secret door in the ceiling, by the Accelerator Tunnels

- In a Phantom, in the alien ship
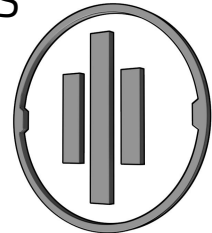
CYGNUSORIA

MISSION 13

It seems that Kantor was correct in assuming the alien ship came from the Cygnus constellation, as the alien teleporter has led here. This alien structure is inhabited by menacing Auto-Ops, wielding unique energy weapons and missiles. Inspiration for the Valkyrie is immediately apparent. These alien Auto-Ops may drop a unique pickup that will grant a small amount of Armor, Energy, and Ammo.

Cygnusoria is a series of cave-like structures, as well as advanced developed structures connected by these caves. Doors may need the Thunderbolt's unique energy signature to unlock, via a nearby device, but the doors remain open only for a short time. When low on Energy, these Switches will grant a small amount of Energy to the Kodachi Gunship when flying close, granting just enough to get the door open.

Secrets	11
Upgrades	0
Super Upgrades	0
Cryotubes	0
Log Entries	0
Monitors	0
Cores	4

OBJECTIVE: PURSUE GABRIEL KANTOR

Begin in a structure similar to the alien ship. Fly forward into the cavernous structure and continue flying straight. An Inviculus alien Auto-Op will be in the caves to the left. Continue towards a hallway entrance in the cave walls. Move down and forward into this hallway, destroying any Auto-Ops along the way. The hallway opens up into a larger room with a locked door on the ceiling. Just below the door on the wall is an alien Switch. Shoot this Switch with the Thunderbolt to activate it, and unlock the door above.

Proceed through the door to another cavernous area. Fly towards the large pillars. To the right of the third pillar is another alien Switch, with a small tunnel just below. Shoot the Switch with the Thunderbolt, then quickly fly into the tunnel and enter the unlocked door in the ceiling. Fly forward through the hallway here to its end. On the left is the Lancer energy weapon, similar to the one the alien Auto-Ops use. This weapon's energy signature is similar to the Thunderbolt and can be used to open locked doors. Collect the weapon, return to the hallway, and exit through the same door you entered by shooting the Switch just above it.
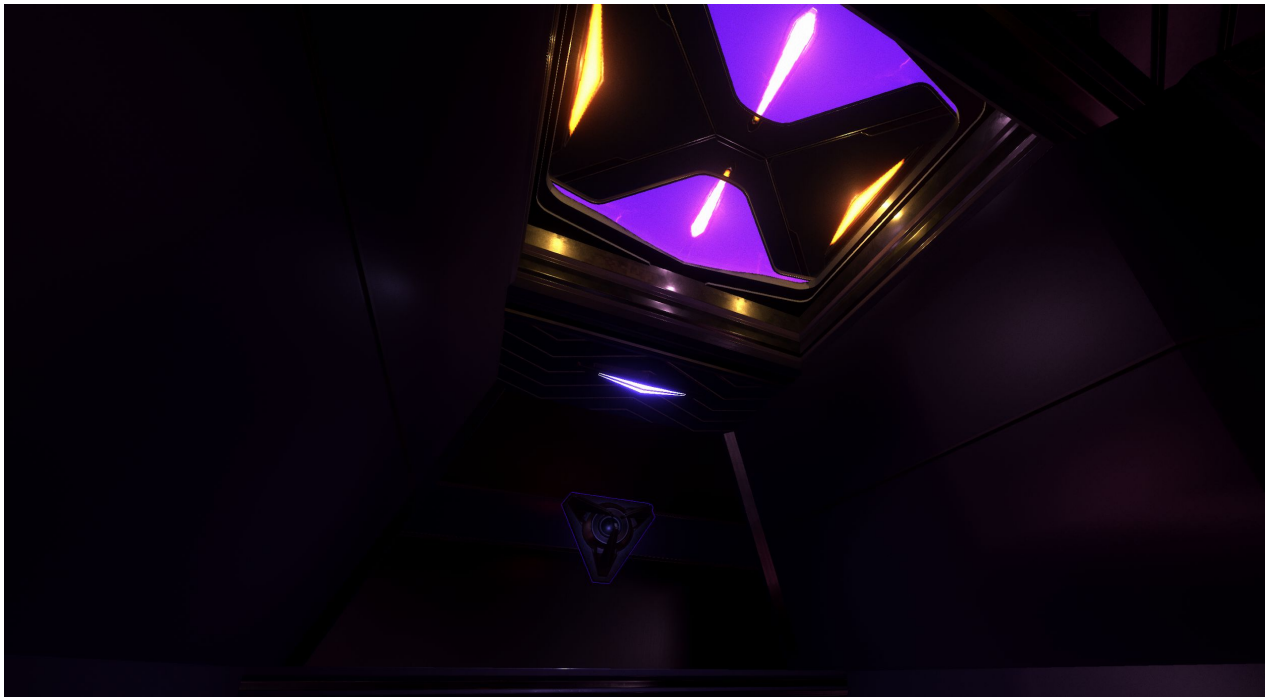
Follow the phosphorescent lava flow forward, until a door is visible on the right. On the left will be two alien Switches. Activate both Switches and proceed through the doors ahead. If the second door locks, turn around and shoot the Switch above the first door, then activate the Switches again. After flying through both doors, proceed down into the gap in the floor and take the right side entrance at the end of the room, to another cavernous area. Immediately move down to the hole below, about-face, and continue forward to find another lava pit.

In the center of this lava pit is a large pillar with a Switch on the right side. Activate the Switch and fly up through the door just above. Turn right and follow the opening down to a room with a locked door and a switch on the opposite side. Activate the Switch to enter a room where two Xeno-Krakens are guarding the portal's activation cores. An Energy Center can be found below the bridge in front of the entrance. Use either the Thunderbolt or Lancer to shoot the 4 cores in the ceiling. These take multiple shots to activate, and begin rotating when shot. Each time one is activated, more reinforcements arrive, so plan your defense accordingly. After all four cores have been activated, enter the portal.
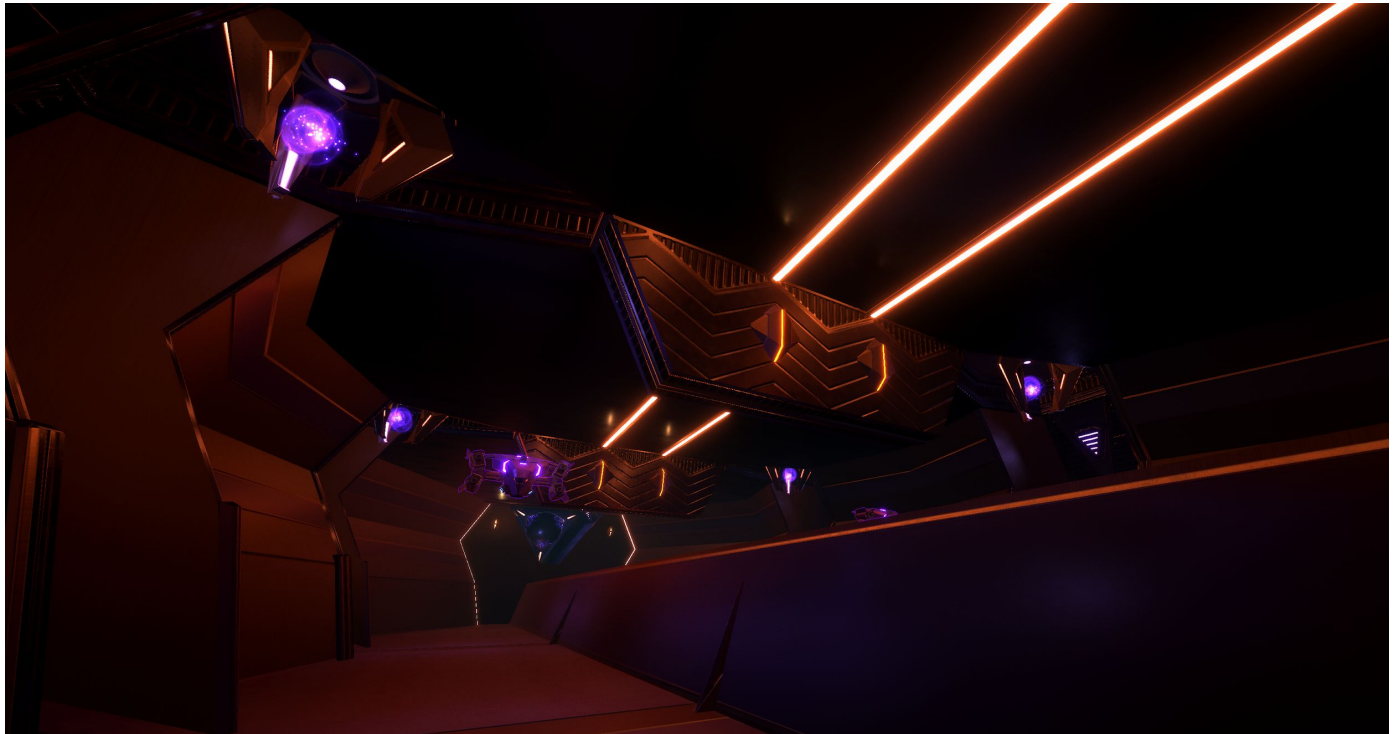
CYGNUSORIA SECRET LOCATIONS

Note: Alien levels do not have keys, but will have a number of one-way doors activated by the timed Switches. Secrets are organized by these one-way doors.

No doors

Alien Pickup

Ceiling of the caves at the start of the level

Super Missile Pod

Ceiling of the caves at the start of the level

One door

Overdrive

Ceiling of the caves near the Switch to the Lancer room

Two doors

Super Hunter

Secret wall in the ceiling, past the double door Switch

Super Creeper

Secret wall in the ceiling, past the double door Switch

Invulnerability

Secret wall in the ceiling, in the room past the double door Switches

Super Vortex

Locked room with two Switches in the second cave section, at the farthest end of the level

Super Devastator

Ceiling of the caves at the start of the big cave, beneath the four doors

Cloak

Ceiling of the caves near the Switch to open the four doors

Three doors

Super Hunter

Secret wall in the room past the four doors

Super Falcons

Secret wall in the room past the four doors
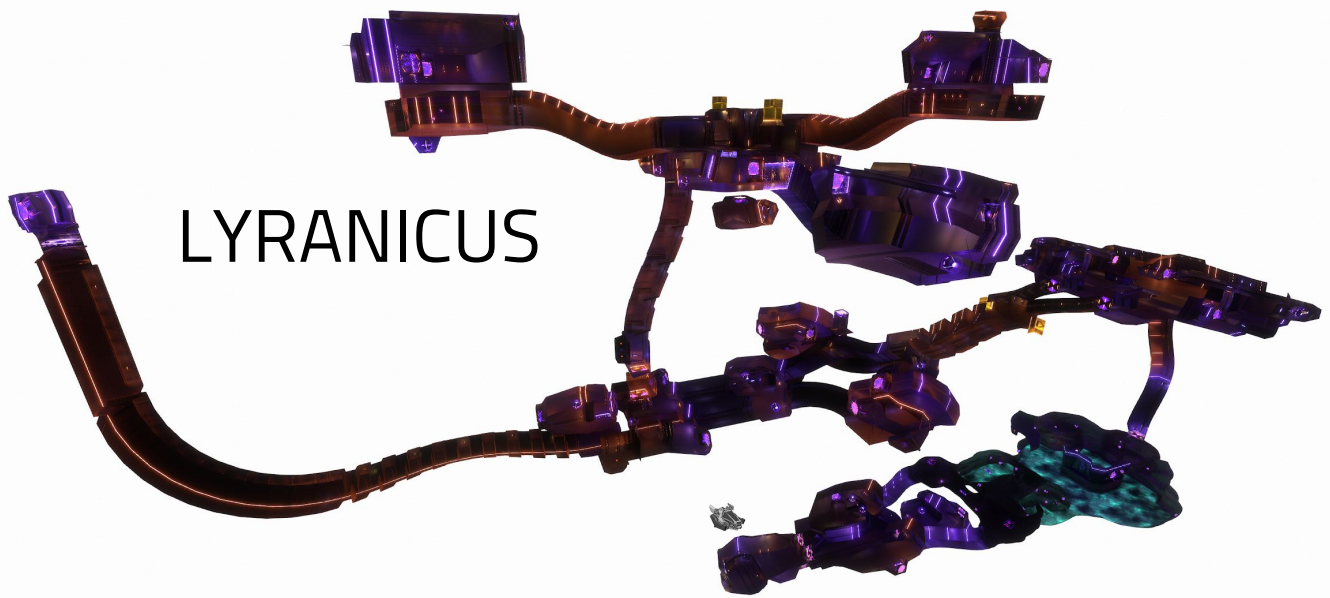
LYRANICUS

MISSION 14

Made up of winding hallways and teleporters that interconnect this facility, Lyranicus is another highly developed alien operation. There are many instances here where speed matters after activating a Switch, as these alien doors do not grant access for long.

Shooting a Switch multiple times or fully charging the Thunderbolt can help keep the doors open longer. A long secret hallway is present in this facility; ensure the Kodachi Gunship has all of its speed Upgrades to have a chance of making the journey in time.

Secret level teleporter detected: **Cyclonus**

Secrets	14
Upgrades	0
Super Upgrades	0
Cryotubes	0
Log Entries	0
Monitors	0
Cores	4

OBJECTIVE: PURSUE GABRIEL KANTOR

Start in a room with two locked doors. A Switch is on the opposite wall. Activate it using the Thunderbolt or Lancer, and proceed through the door. Along with the alien Auto-Ops encountered in Cygnusoria, a new alien Auto-Op - Thumuncular - is in this first large room. These Auto-Ops can take significantly more damage and shoot rapid Lancer shots or alien Falcons. They should be considered incredibly dangerous, and a high priority target. This large room has two teleporters on either side. Enter either to be teleported to the other. Though not necessary to progress, it is useful to become acquainted to the teleporters in this environment.
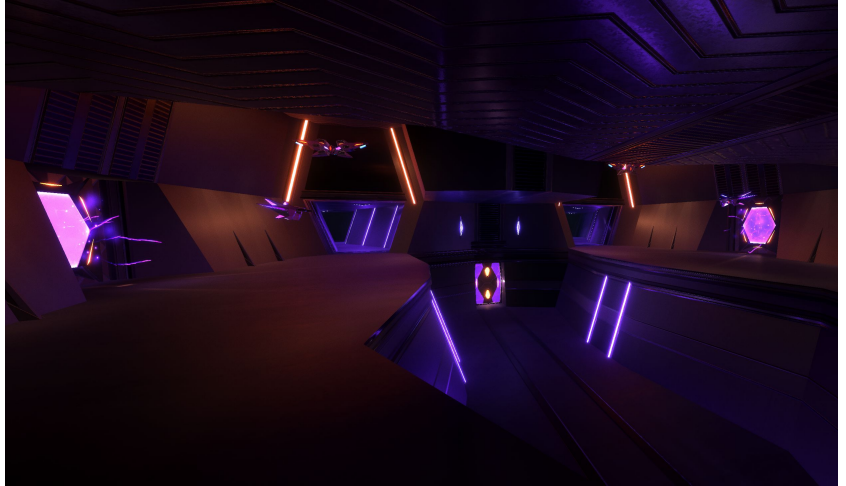
Fly through either hallway to continue forward. These hallways lead to a cavernous area with more phosphorescent lava below. Follow the cavernous path until it opens to a large pillar. On the side of the pillar is a Switch; activate it and fly to the end of the cave to find a door in the ceiling. Enter the door while the Switch is active in order to proceed. Fly through the next winding hallway until it opens up into a large wide room. Exiting the hallway can become disorienting; the auto-map can assist you in getting your bearings. The ceiling of this alien room is characterized by a serpentine pattern. On one end of the room is a wall lit by bright purple lights with two locked doors, and on the opposite end is a wall with yellow lights. The Switch for these locked doors is on the overhang facing the yellow lights.
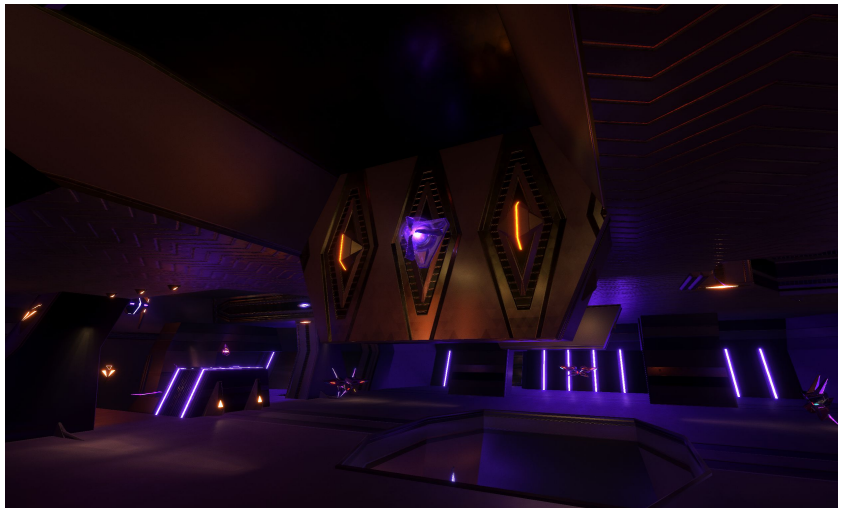
Activate this Switch to proceed through either locked door on the opposite end of the room. Each of these doors lead to hallways that will converge with an Energy Center on either end. Continue forward to where the path eventually diverges again, this time into three hallways. Straight ahead through the upper hallway is where either path will ultimately lead. Fly through this upper hallway, then continue forward and down through either the left or right hallways, and destroy any Auto-Ops here to ensure an ambush does not occur when exiting through the teleporters.

In the ceiling of the next room is a locked door, looking back where you came are two teleporters along the walls. Enter either teleporter to be teleported to a room with an Auto-Op ambush and a Switch. Destroy the Auto-Ops, then activate the Switch. Take note of which teleporter was taken, as another Switch will also need to be activated. It can be useful to shoot the Switch multiple times to ensure time does not run out on the locked doors. Fly through the other teleporter to find an identical room. Destroy the Auto-Ops here and activate the Switch, then fly through the final teleporter that was not taken to arrive back in the room at the start. With the doors in the ceiling now open, fly upwards through a long hallway to proceed.
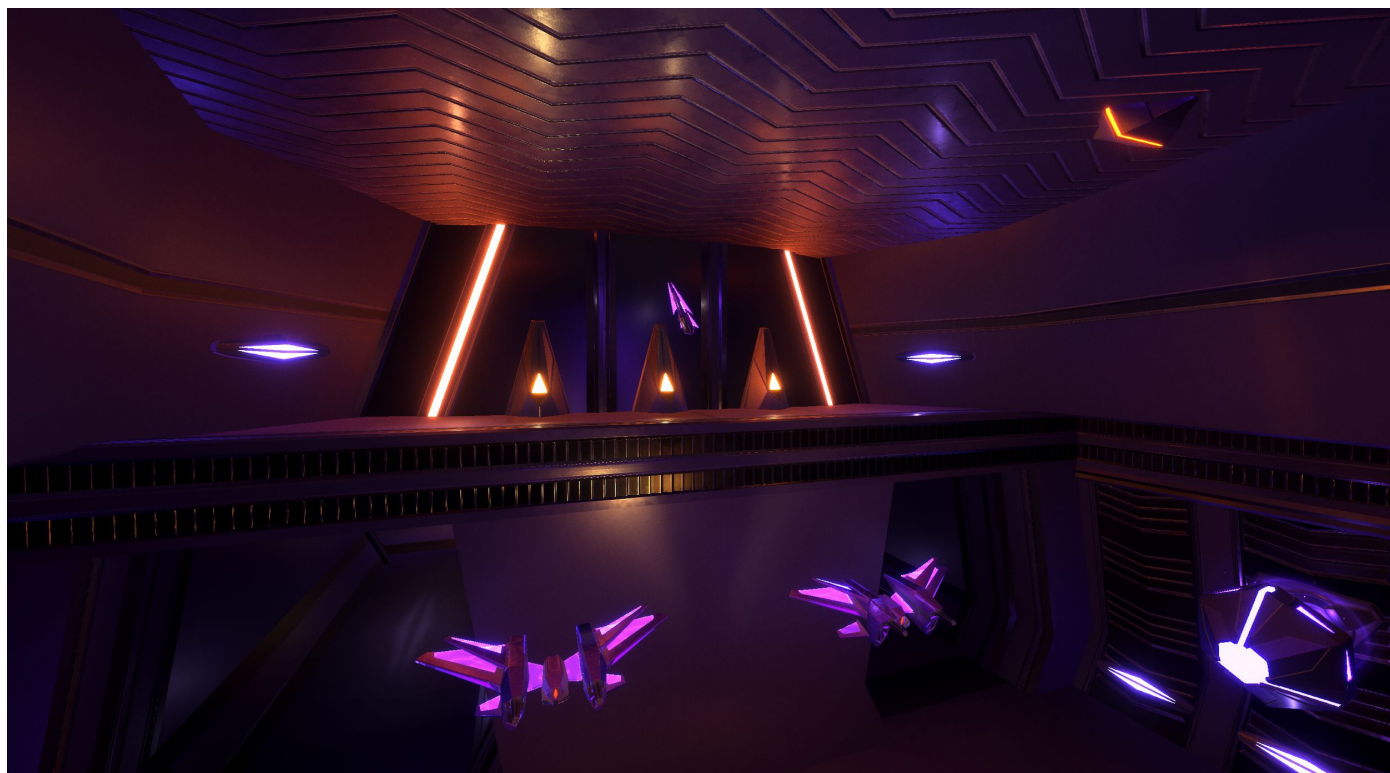
At the end of this long hallway is a room with a pillar in the center. There are four branching paths in this room, excluding the entrance hallway. Each of these paths leads to a core that will disable Forcefields on the pillars. The two paths on the upper levels can be entered normally. At the end of each of these paths is a room that hides a core on the ceiling along the side the room was entered from. Activate the cores in each of these rooms, then fly back to the central room.

Either entrance to the other paths are blocked by a Forcefield, but the pillar has a teleporter on either side opposite of the Forcefields. Enter the teleporter to be transported to rooms similar to the first two that contain a core. Once the core is activated, the Forcefield for the room will be disabled. Fly through each of the teleporters on the pillar, and activate the cores in each room to disable the central Forcefield on the pillar. Once the central Forcefield has been disabled, enter the teleporter on the ground inside the pillar to find another warp portal forward.
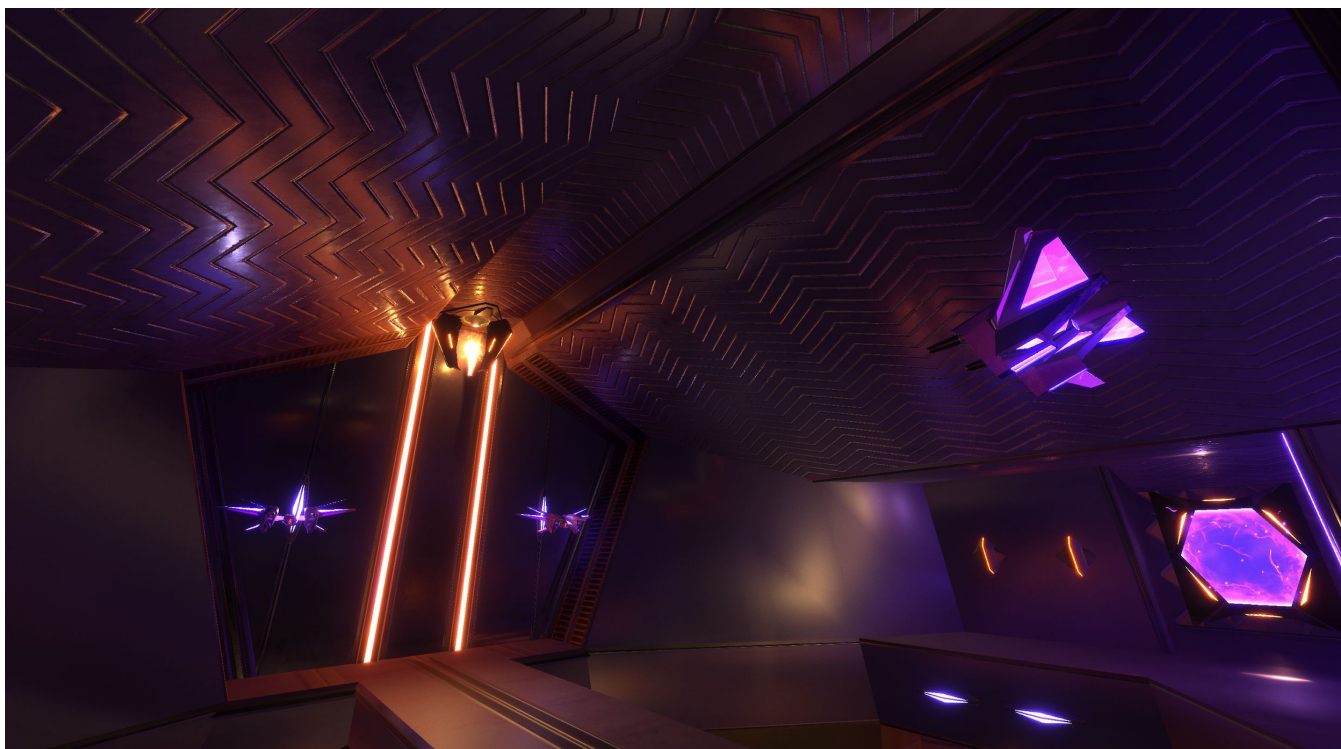
LYRANICUS SECRET LOCATIONS

One door

Vortex

Secret wall in the ceiling, past the first door

Super Creeper

Corner of the cave with the pillar with the teleporters

Two doors

Invulnerability

Secret wall in the wall of the long room, with the timed Switch on the ceiling

Three doors

Overdrive

Secret wall in the ceiling of the hallway before the teleporters to the two timed Switches, by the secret level

Alien Pickup

Secret wall in the ceiling of the hallway before the teleporters to the two timed Switches, by the secret level teleporter

Secret Level Teleporter

Secret wall in the ceiling of the hallway before the teleporters to the two timed Switches

Alien Pickup x2

Through the secret wall, by the two timed teleporter Switches

Alien Pickup x2

Secret room at the end of the extremely long hallway

Super Hunter

Secret room beyond the teleporter through the extremely long hallway, past the secret wall by the two timed Switches

Super Timebomb

Secret room beyond the teleporter through the extremely long hallway, past the secret wall by the two timed Switches

Four doors

Cloak

Secret wall in the wall immediately after the double door timed Switches with the teleporters

Super Falcons

Secret wall in the ceiling of the core activation, opposite of the tunnel

Super Missile Pod

Secret wall in the ceiling of the core activation, opposite of the tunnel

VULPECULAR
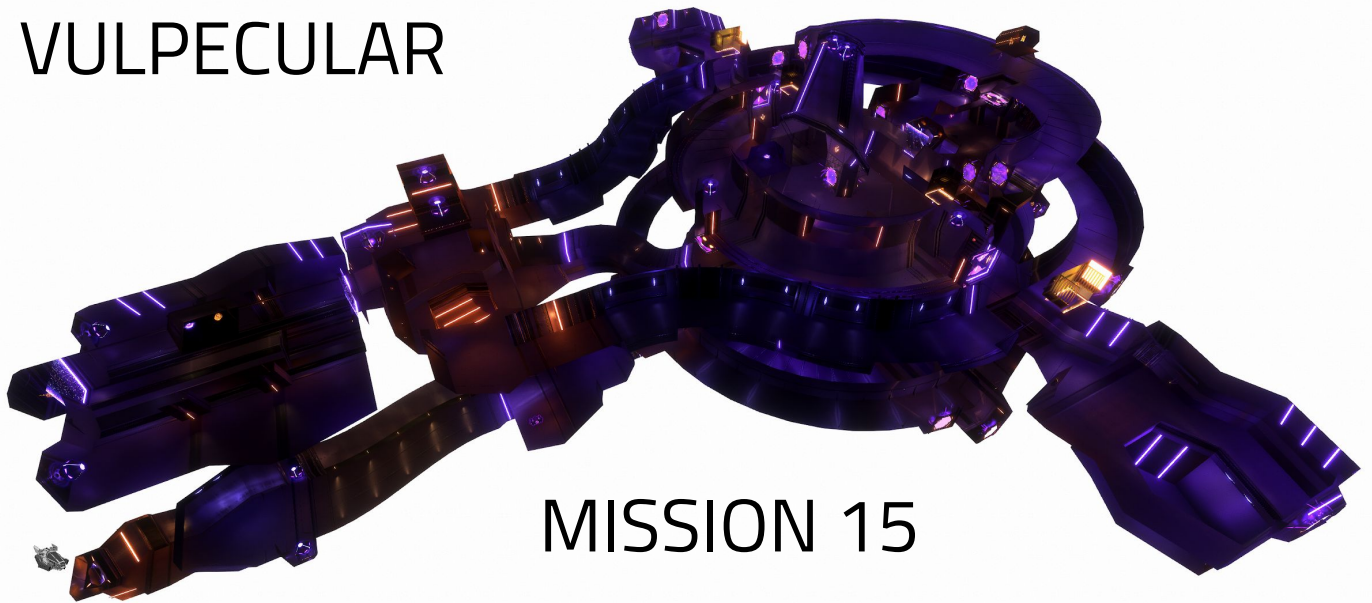
MISSION 15

<div style="text-align: center">

MAJOR THREAT DETECTED

</div>

Kantor is lost to the Sovereign, and now the AI and its sisters are bent on assimilating humanity into its singularity. Vulpecular is a sprawling throne room, with 7 core switch activations needed in order to reach the room that the Sovereign resides in. Teleporters and secrets can be found all around and it can be very easy to get lost in this winding alien world.

Something powerful is here. It's capabilities are unknown, but it must be stopped.

Secrets	9
Upgrades	0
Super Upgrades	0
Cryotubes	0
Log Entries	0
Monitors	0
Cores	7

OBJECTIVE: DESTROY THE SOVEREIGN

ACTIVATE THE CORES:

Fly straight through the first hallway until reaching the room at the end. Move straight up from here to the room above, you'll see the first core on the ceiling and can activate it on your way up. From here, there are four paths, including the starting path below.

Take the path on the right, and follow the hallway until reaching a room on the right side. Enter this room, finding the next core in an opening in the floor. Activate it and return to the hallway, turn right to continue further down. You will come to a room with four teleporters and another core, activate it and proceed down the hallway at the other side of the room. There will be another room on the right, identical to the one before. Activate the core inside, continue down the hallway, and you will return to the room with the first core.

Now take the center path and enter the teleporter at the end. This core is the least straightforward of all, if at the end of these instructions one core remains, this core was likely the one that was missed. Activate the core here then exit through the opening below the teleporter you came from.

Continue forward to reach a room with the remaining two cores in the ceiling. Be prepared for a tough fight, and activate the final cores when safe, preparing for ambushes when the cores activate.

DESTROY THE SOVEREIGN:

Fly towards the wall with two large vertical purple lights and enter the opening on the ceiling. Proceed through another opening in the next ceiling to enter the lair of the Sovereign - Stratalustar. This Auto-Op is equipped with rapid fire Lancer cannons, Thunderbolts, Vortex launchers, and can fabricate swarms of Sperion Auto-Ops that charge and self destruct upon contact with the Gunship. There is an Overdrive power-up in a hidden ceiling panel near the entrance. Stratalustar will teleport often, making it difficult to always have the positional advantage. Use disruptive weapons to stagger the teleports and use the central pillar to outmaneuver the Sovereign. Once bested, the Forcefield to the warp portal in the room will be disabled. Enter it to return to Sol.

VULPECULAR SECRET LOCATIONS

Overdrive

Secret wall in the ceiling of lockdown room, near the start of the level

Super Missile Pod

Secret wall in the ceiling of lockdown room, near the start of the level

Super Vortex

Behind the Forcefield of the lockdown room, near the start of the level

Invulnerability

Secret wall in the floor of the room with two cores

Super Falcons

Secret wall in the ceiling of the room with grates that can see into boss room (above far core)

Super Hunter

Secret wall in the ceiling of the room with grates that can see into boss room (above far core)

Cloak

Secret wall in the teleporter core room (room behind grates)

Super Creeper

Secret wall in the teleporter core room (room behind grates)

Overdrive

Secret wall in the ceiling of the boss room opposite of the warp portal

YMIRUS

MISSION 16
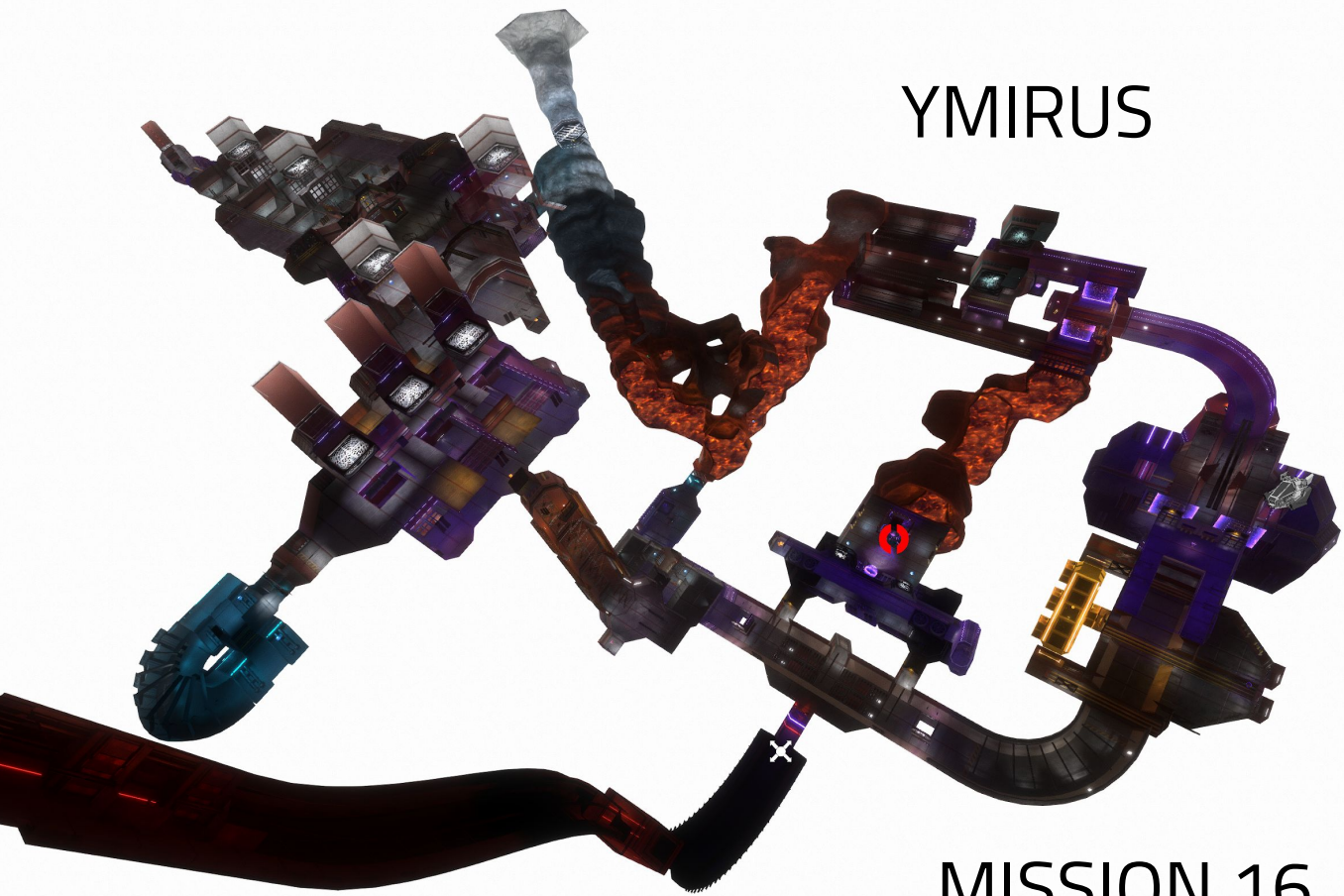
Home. Though so far away from Earth, Ymir is the familiar site where this all started. And yet, it looks different than its first encounter, already becoming consumed by the third sovereign. Alien ships run rampant in this husk of a Cronus Frontier facility. Work with Mara to find a way to overload the final Reactor and end this threat to humanity.

Secrets	6
Upgrades	0
Super Upgrades	0
Cryotubes	0
Log Entries	0
Monitors	5
Keys	0

OBJECTIVE: OVERLOAD THE SOVEREIGN REACTOR

In the first room, multiple Spectralus alien Auto-Ops will teleport in as an ambush. Destroy them all to disable the Forcefield in the ceiling on the far end of the room. Fly through the door in the ceiling and enter a curved hallway. Follow the hallway to a dead end flanked by Forcefields. Drop down into the lava pit and turn left, following the path of lava to the Reactor.

On the way, be prepared for an ambush by three Thumunclar Auto-Ops. Continue upwards at the end to find the Reactor. Maintain caution, as behind the Reactor is an Auto-Op Fabricator that produces Sperion alien Auto-Ops. Proceed to overload the Ymir Outpost's Reactor.
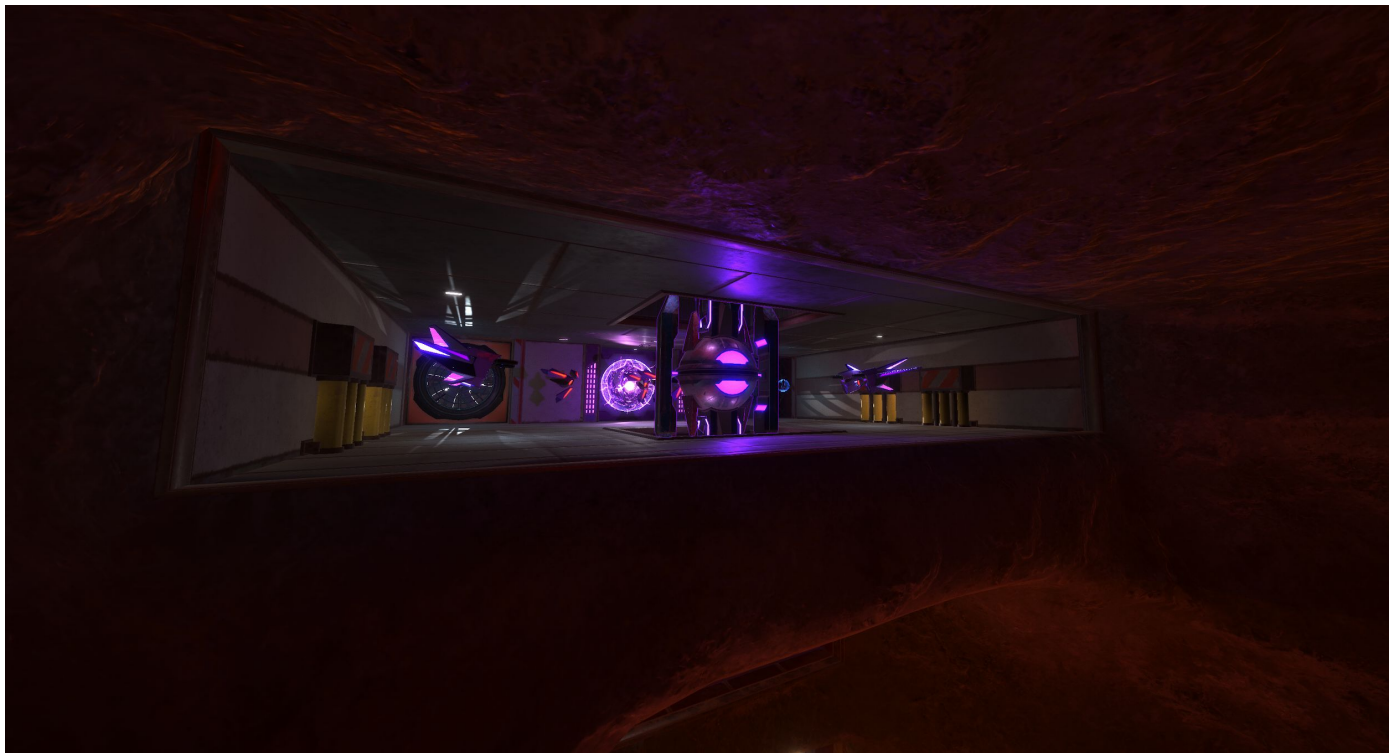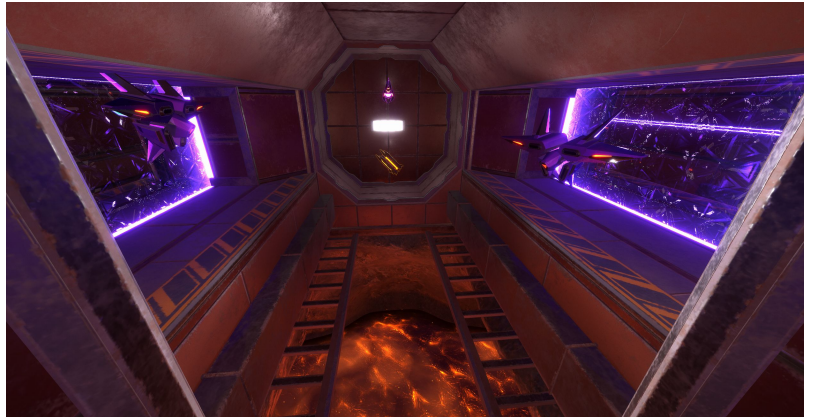
ESCAPE:

Catastrophic damage to the Reactor has disabled all Forcefields in the facility. Fly back downwards to the lava pit, and follow the path back up to the entrance you came from. Enter either side where the Forcefields were, and turn around to follow the tubes to another lava river. Continue down this river to its end at a tall vertical cavern tunnel, and fly up to the Level 1 Security Door near the top.

Proceed past the door and fly up through the opening just above you, then continue forward until reaching the opposite wall. Turn left at the wall and fly down through the opening in the floor to the bottom level. Just to the right is an opening with a flashing red light that leads to a downward chute. Follow this path down to the bottom and look for another entrance opposite of the Vortex pick-up. Proceed down this path to a long hallway with pillars. Fly towards the pillars to find the Emergency Exit on the right side of the wall. Escape the facility before the timer expires.

YMIRUS SECRET LOCATIONS

Overdrive
> Wall in the tubes past the Forcefields that get taken down by the Reactor

Super Devastator
> Floor in the tubes where the Cyclone would have been

Super Missile Pod
> Secret door in the floor where the first Switch would be

Super Nova
> Secret door in the floor in a hole in the wall, spot through the first Security Door

Cloak
> Ceiling by where the Level 2 Security Door would be

Super Falcons
> End of the hallway through the secret door, where the Level 2 Security Key would be

YMIRUS MONITOR LOCATIONS

- Upper level of the room past the first Security Door (x2)

- Through the secret room where the first Security Key would have been in Level 1

- Outside of the Emergency Exit (x2)

CAMPAIGN COMPLETE!

Congratulations on completing Overload. There are two endings based on how many survivors were rescued. If the majority were rescued the achievement "The Big Bang" will be awarded. If the majority of survivors were left behind the achievement "Terminal Velocity" will be awarded. Cryotubes are most easily identified in each level using the Automap. Each strategy guide level introduction includes the number of Cryotubes per level. Collecting all Cryotubes will also award the achievement "Rescue Ranger".

NEW GAME+:

Regardless of which ending was encountered, New Game+ will be awarded and selectable from the Mission Select menu, labeled as Cronus Frontier+. Any weapons upgraded to level 2 will revert back to level 1 with the Upgrade Points being refunded, allowing you to change how you upgraded for the new run. In addition, any extra missiles you were carrying will be saved (though note that they will not exceed the normal maximum). New Game+ offers a greater challenge, unlocking Insane+ and removing the Trainee difficulty. Additional Auto-Ops will be encountered in every level. Upgrade and Super Upgrade Points are also replaced with other power-ups, but will be awarded upon level completion.

LEVEL EDITOR AND COMMUNITY LEVELS

If you would like to continue your descent into the mines you can find the level editor as DLC in Steam for free. Additional information on the level editor, community maps, and information on the game in general can be found in our official Discord server at https://discord.playoverload.com/

Custom Challenge Mode and Single Player campaigns can be downloaded on PC, Mac, and Linux from the Discord offering new unique experiences not found in the base game. There is potential for limitless content so long as there are creators. Whether you're a creator yourself or want to continue playing Overload, join the community and get involved!

CHALLENGE MODE

CHALLENGE MODE BASICS

Challenge mode pits the player against an unending stream of enemy Autonomous Operators. The general goal of this mode is to get as high of a score as possible. There are two different modes, Infinite and Countdown.

When online and logged in to Steam/GoG, the Online Leaderboards can be accessed, and high scores can be set. In order to access Insane on a map, a score of 100,000 must be reached on Ace on that map (on either Infinite or Countdown). Insane+ is unlocked by likewise getting a score of 100,000+ on Insane.

CHALLENGE MODE GAMEPLAY

Infinite	Countdown
Ends when the player dies or quits	Ends at 5 minutes or when the player dies or quits
Enemy spawn rate starts out slight and will slowly ramp up	Enemy spawn rate starts out medium and will ramp up
Start out with 100 Armor and Energy	Start with 150 Armor and 100 Energy
Start with 2 Primaries and 2 Secondaries	Start with 2 Primaries and 4 Secondaries
Levels start with some pickups spawned in	Levels start with no pickups spawned in
Get Secondary Weapon Upgrades at 25/75/125/175/225	Get Secondary Weapon Upgrades at 20/60/100/140/180
Get Primary Weapon Upgrades at 50/100/150/200/250	Get Primary Weapon Upgrades at 40/80/120/160/200

- Every kill increases the value of the combo meter by 50 points to a max of 500. The bonus indicated above the bar applies to the next Auto-Op killed. It will decrease as time passes. Combo meter points are added to your total score with each kill.
- As the number of kills increases, so does the likelihood of enemies spawning near the player, as does the general spawn rate of enemies throughout the level.
- Enemy auto-ops will slowly spawn more rapidly with each kill. After 200 kills, the match will fully transition as if the difficulty level were raised by one, including armor pick-ups giving less armor. However, this effect plateaus and Armor pickup values will not decrease indefinitely.
- Armor drops and spawns will decrease as the kills increase, until they no longer spawn in past 500 kills. Invulnerability will likewise stop spawning.
- During any Challenge Mode round, the Invulnerability, Cloak, and Overdrive power-ups have a chance of spawning in various locations of the level. Cloaking devices can occasionally be dropped by destroyed Phantoms, if present.

CM MID-MATCH WEAPON UPGRADES

- Every 25 kills (20 in Countdown), a weapon will be upgraded. The first weapon to be upgraded will be the equipped Secondary. Next will be the equipped Primary. It will then alternate like this until 5 of each type is upgraded (note that if you don't have enough weapons, and Upgrade can be missed).
- If the equipped weapon is already upgraded, a different weapon (of the correct type) will be upgraded at random.
- When a weapon is upgraded, one of the (++) versions will be chosen at random. The name of the chosen weapon and Upgrade will be displayed in the upper left part of the screen. Once a weapon is upgraded, for the next 10 seconds you can tap the HoloGuide button to swap back and forth between the possible Upgrades.
- When a Secondary Weapon upgrades from kills, that weapon will have its ammo maxed out. If it already is maxed out or has greater than the maximum count, no additional munitions will be awarded.
- When a Primary Weapon is upgraded, Ammo will be maxed if it is an ammo weapon, and Energy will be increased to 100 if its an energy weapon. As with Secondary Weapons, if the Kodachi's Energy is at or greater than 100, no additional Energy will be awarded.

CHALLENGE MODE UPGRADE STRATEGY

Upgrades are central to any pilot's success in either challenge mode rule set. While it is certainly possible to fly matches without choosing Upgrades as they're awarded, top pilots will make sure to switch between the two (++) Upgrade options to get their desired preference.

It's also very helpful to be responsive to several factors in each match when choosing awarded Upgrades. These range from the auto-ops in the match to the topography being played in. Paying attention to kill counts as the match progresses and being ready for the next Upgrade is part of the challenge itself.

Additionally, making sure that the right weapon is upgraded at the right time can help secure a good score. By switching weapons and paying close attention, it is possible to get just about a full load of your best missiles, which can help secure your run.

CHALLENGE MODE TACTICS

INFINITE:

Infinite mode provides a traditional challenge to pilots seeking to test their mettle. Here, the pace starts off slow and gradually increases to a plateau after a few hundred kills. Seeking resources is a necessity, as power-ups will spawn all over the map. As this is designed to be the longer of the two modes, the goal as pilot in these arenas is to survive as long as possible. In many cases, especially with lower Armor values later in the match, it is prudent to disengage and change locations to seek dropped or spawned power-ups before recommitting to an encounter.

In Infinite mode, you only start with two or three Primary Weapons, and just two Secondaries. Upgrades in this mode come in every 25 kills, refreshing the ammunition supply of one weapon. While this eventually becomes second nature to seasoned pilots to mete their Secondary Weapon outputs accordingly, it is common for newer players to exhaust a significant portion of their supplies before the first or second Upgrades are acquired and chosen. Management of your resources is critical here, as it is uncommon to find useful items in the wreckage of destroyed Auto-Ops. Evasion, quick navigation, and a constant survival mindset are integral to success.

COUNTDOWN:

Countdown mode's five minutes present a quicker, more intense challenge. The pace in this mode starts off significantly faster than Infinite's, and only increases from there. You may find some resources and additional Primary Weapons scattered around the map from time to time, but the vast majority of Secondary Weapons, ammunition, and Armor will come from destroying Auto-Ops. Instead of managing Armor values, countdown encourages risk-taking for high scores and kill rates. The sooner a pilot can get their first Upgrade at 20 kills, the sooner they can get to 40, then 60, and so on. Countdown is built for speed – the best pilots will take any advantage they can get and use it to destroy Auto-Ops faster and faster.

Countdown also starts you with two or three Primary Weapons, but four Secondaries. Strategizing these choices is much more important than in infinite mode, as these initial tools and consistent exposure to hostile operators lay the foundation of a successful match. Although Armor is obviously a necessity and should be sought after, maintaining ammunition supplies and lines of sight to the next targets is crucial.

CHALLENGE MODE XP UNLOCKS

Playing any mode -- the Cronus Frontier mission, challenge mode, or multiplayer -- grants XP, which will unlock benefits in Challenge Mode and Multiplayer, as described below and on page 120.

NEXT UNLOCK **1000**   **915 XP**

VIEW XP UNLOCKS

Starting Armor (200 XP):   Start with 25 more Armor - the player will start at 125 on Infinite and 175 on Countdown.

Boost Speed (500 XP):   Higher speed while boosting - the player will fly about 10% faster while boosting with this upgrade.

Accessory Energy (1,000 XP):   Boost, Headlight, and Flare all no longer use Energy.

Blast Protection (2,000 XP):   Self-inflicted blast damage reduced by 50%.

Weapons Unlock 1 (3,500 XP):   Unlock the Thunderbolt and Timebomb - the player can choose to start with them, and they can appear in the level.

Maximum Ammo (5,500 XP):   Start a match with 100 more Ammo, and have 500 maximum Ammo (instead of 400).

Item Duration (8,000 XP):   Invulnerability, Cloak and Overdrive last 50% longer - they now last 30 seconds instead of 20.

Extra Weapon (11,000 XP):   Start matches with up to three Primary Weapons instead of
two.

Smash Damage (15,000 XP):   Smash attack damage is increased by about 50%.

Weapon Unlock 2 (20,000 XP):   Unlock Lancer and Vortex - the player can choose to start with them, and they can appear in the level.

CHALLENGE MODE LEVELS

Caverns

Caverns, as the name implies, is a medium-sized cavernous level, with two main rooms, an underground man-made section, and three tunnels connecting the main areas. Common strategies are to flood the central hallway with Creepers to keep one of the two rooms clear, though this does leave players exposed while doing so. The lower area may seem tempting due to its power-up spawn points, but its very long sightlines leave pilots exposed if they're not careful.

Syrinx

Syrinx is an excellent all-around arena for pilots to test their mettle. All facets of a player's combat skill will be exercised here, from complex maneuvers in the wide open central area and lava pit, to difficult corridor engagements in the side halls and blue room. This level embodies much of what differentiates 6-degrees-of-freedom from traditional shooters: complex geometry, demanding Z-axis navigation, diversity in weapon application, and a wide variety of engagement tactics and targets.

Labyrinth
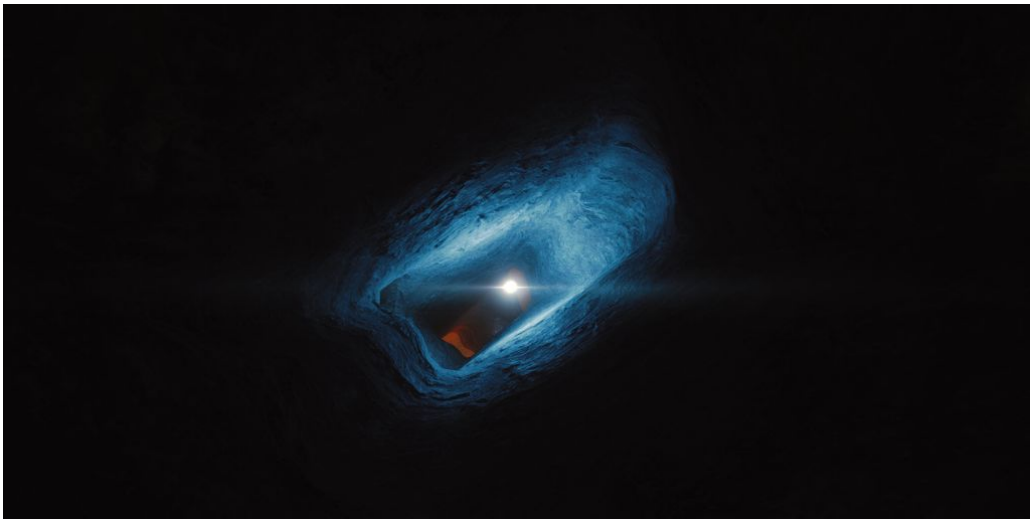
Labyrinth is one of the smallest combat arenas that can be played in challenge mode. An extremely dark and cavernous level, there is a tactical choice to be made between alerting nearby auto-ops to your presence by using headlight and flares, or flying blind without their aid. Compounding the difficulty is its size; every engagement is going to be in extremely close quarters, often point-blank with few potential exit strategies.

Centrifuge

Centrifuge is a small, entirely man-made level. This map, as the name implies, is circular with an open lower section similar to Caverns', and a central hallway bisecting the arena. Although smaller than most other challenge mode levels, its many sightlines allow for quick getaways – and plenty of opportunities to lead Auto-Ops to their destruction. The middle area can get extraordinarily dangerous, but the rewards are truly astronomical kill and point rates.

Hive

Hive is a unique installation among the challenge mode levels. This is the closest to a spherical arena pilots will be able to fly in, and as such, managing Auto-Op's attack vectors is critical to survival. A host of tunnels and alcoves along the exteriors provide some cover, but it is easy to get pinned in one. As in Centrifuge, maintaining control of the central area is extremely risky, but can pay off quickly with a higher score.

Pipeline
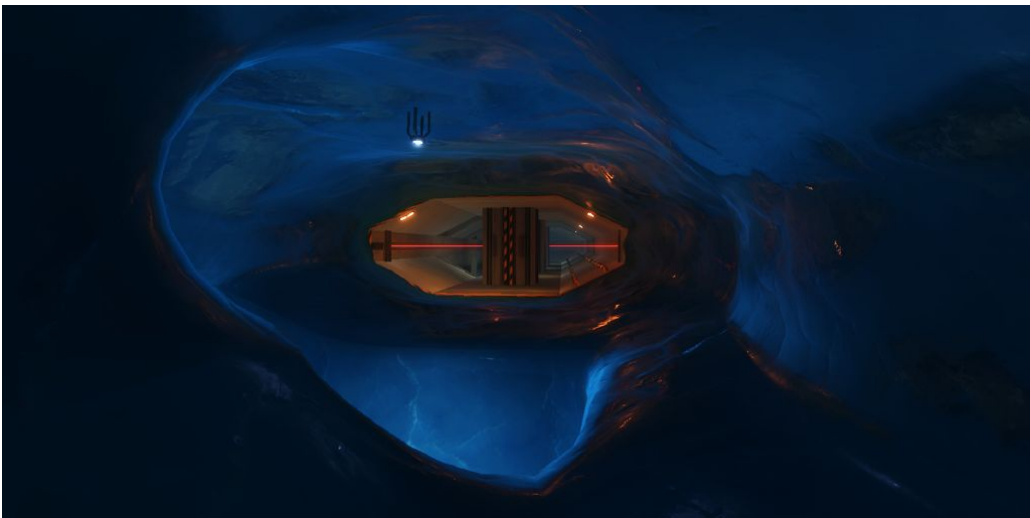
Pipeline is a starkly man-made installation with an icy area on one side. Instead of omnidirectional sightlines, this arena favors a single axis along its namesakes. Pilots will have a constant view of much of the level, even though what they see may be very far away. Adept players can capitalize on the information this provides and plan their next moves accordingly – either to engage faraway targets with fast-moving weapons or evade incoming fire from the same.

Foundry
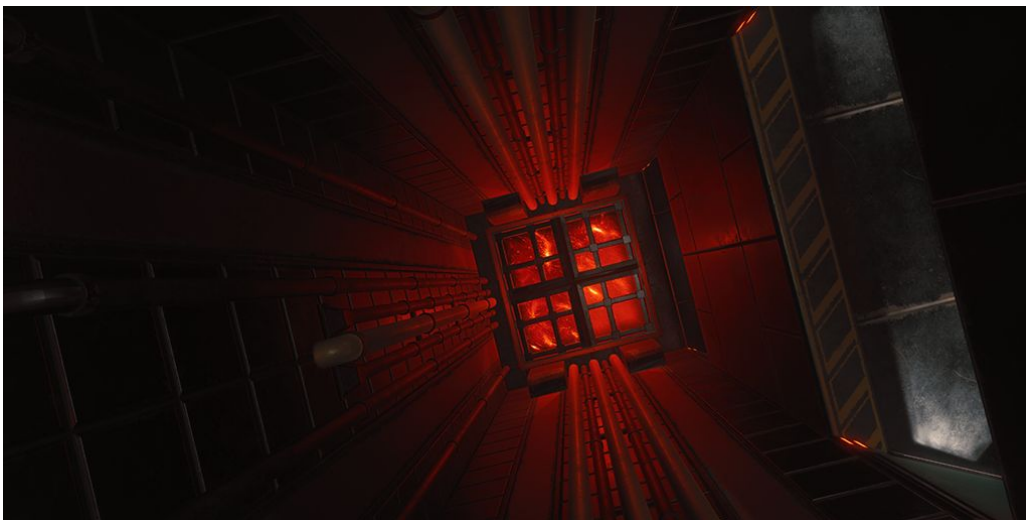
Foundry is a claustrophobe's nightmare. Tight hallways leave little room to maneuver, sharp corners demand fast reflexes, and threats can come from any direction. Every location and view provides new avenues to fly and enemies to face, but escaping can likewise be as simple as turning a corner. Lava pits on the bottom level provide an added level of danger, and open shafts on the outside of the level can provide some breathing room.

Roundabout

Roundabout features two very large rooms connected by the sides, top, and bottom of the level. Both rooms are challenging centers of open combat in the level and have plenty of room to maneuver. Structural supports in both rooms can be used as temporary cover to select different weapons, strategize an exit, or snipe out hostile operators from afar. A central hallway has the only doors in challenge mode at either end, adding a unique layer of strategy and surprise.

Blizzard

Blizzard is a bit of a departure from the generally open challenge mode levels. This arena is comprised of two very flat sections, minimizing a lot of the game's Z-combat. However, Blizzard's open lines of sight on the remaining axes can pose similar challenges to Pipeline's topography. With nowhere to dodge up and down, it's easy to get trapped in a corner room. Blizzard also features Accelerator Tunnels that build a circuitous route around the outside of the level, with two pointed in opposite directions above and below the main areas of the map.

Backfire
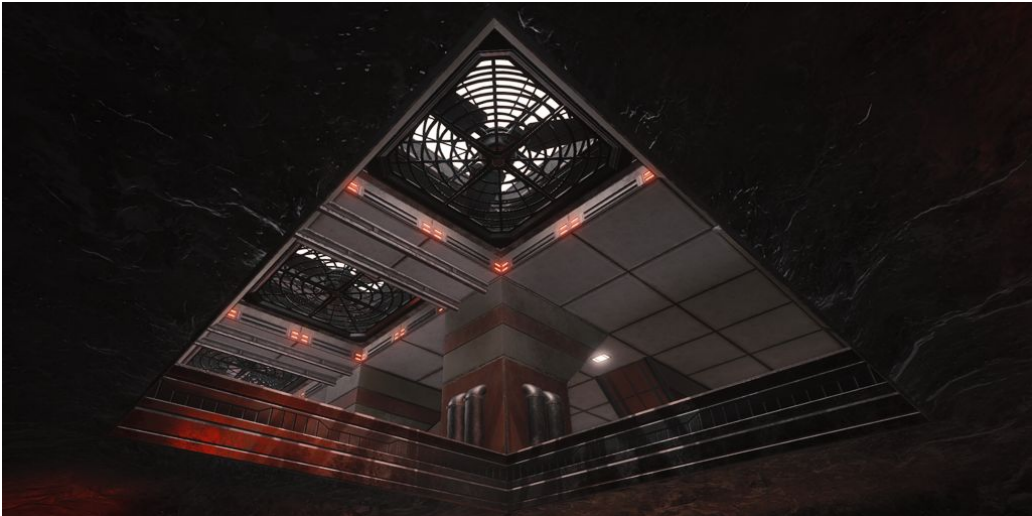
Backfire is a simple box-shaped set of rooms stacked on top of each other. The top area is entirely man-made with a set of pillars providing cover. Two side routes, two back routes, and one escape in the corner of the well-lit side provide access to the lava-filled underside of the level. A cavernous area on one side of the map can provide a quick reprieve from the action, but these tight areas become very dangerous before too long.

Cyclonus

Cyclonus is one of two levels unlocked after meeting the 5,000 XP threshold, and also one of two to make use of the later-game visuals and Auto-Op designs. On its face, this simple level is a set of loosely connected rooms and wide corridors, providing ample room to maneuver and escape. The presence of a teleportation network changes this, however. Although Auto-Ops can follow players through the teleporters, mastering the links between different points in the level would be wise.

Trinomular
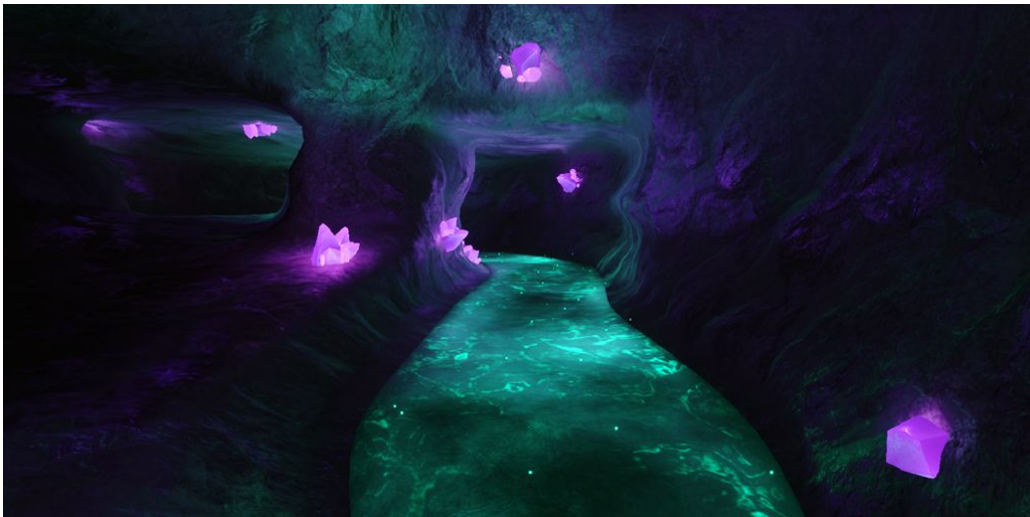
Trinomular is the other level unlocked by earning 5,000 XP, and similarly is the other challenge mode map to feature mechanics from the later game. A far more natural level than Cyclonus, Trinomular is a mix of synthetic structures set in a mysterious cave. Phosphorescent lava permeates the lower level, and the higher level provides a sightline advantage onto what's below. Be ready to change elevation quickly, as the density of this final arena quickly becomes a liability.

MULTIPLAYER

MULTIPLAYER BASICS

Multiplayer mode is where you can challenge other players in deathmatch-style combat. Before jumping into a multiplayer match, you should check the Customize menu to ensure loadouts, ship modifiers, and ship customization are all set to your liking.

The menu items are as follows:

Play Online: Choose whether to play a Head to Head, Anarchy, or Team Anarchy match online. You will be placed with other players determined by your skill and real world location. You will also be given a rank based on your performance in these matches.

Private Match: Choose whether to create a private match or join a private lobby. Private matches are set up using a password that can be hidden on entry. Give this password to other players to join the same lobby. Custom rules and map selection are determined by the private match creator.

LAN Match: Covered more in depth later. Create or join a LAN match started using a local server.

Customize: Select your ship's loadout, modifiers, and appearance. If you're finding it difficult to find victory in your matches check back here to change and upgrade your ship.

CUSTOMIZE – LOADOUT

CUSTOMIZATION

LOADOUT | MODIFIERS | APPEARANCE

XP
20000

SELECT TWO LOADOUTS

WARRIOR ☑
⟨ REFLEX | ↟ FALCON | ↕ HUNTER

ARCHER ☑
↑ DRILLER | ‖ IMPULSE | ⚡ MISSILE POD

MERCENARY ☐
⦀ CYCLONE | ↕ HUNTER | ᵨ CREEPER

BARBARIAN ☐
⦀ CYCLONE | ⚙ FLAK | ↟ FALCON

GLADIATOR ☐
⦀ CRUSHER | ⚡ MISSILE POD | ᵨ CREEPER

CHAMPION ☐
⦀ THUNDERBOLT | ↑ DRILLER | ↕ HUNTER

BOMBER CUSTOMIZABLE ☐
⚙ FLAK | ↟ FALCON | ᵨ CREEPER

GUNNER CUSTOMIZABLE ☐
↑ DRILLER | ⦀ CYCLONE | ↟ FALCON

[Page Up] OR [Mouse Wheel Pos] - PREV PAGE

[Page Down] OR [Mouse Wheel Neg] - NEXT PAGE

BACK

The customize menu will initially take you to the Loadout menu. You can take two loadouts into any given multiplayer match and choose between before spawning. These loadouts are XP locked, and will be unlocked by acquiring the denoted amount of XP. The left column will always include one Primary and two Secondaries, while the right column will always include two Primaries and one Secondary.

The final two loadouts - Bomber and Gunner - are customizable and allow you to select your weapons by clicking on each weapon, similar to choosing weapons in Challenge Mode. Choose your desired loadout, keeping in mind you will not be sure which map you will be on in a public match. Between the two loadouts, attempt to cover all of your goals with a combination of long range and short range weaponry.

CUSTOMIZE - MODIFIERS
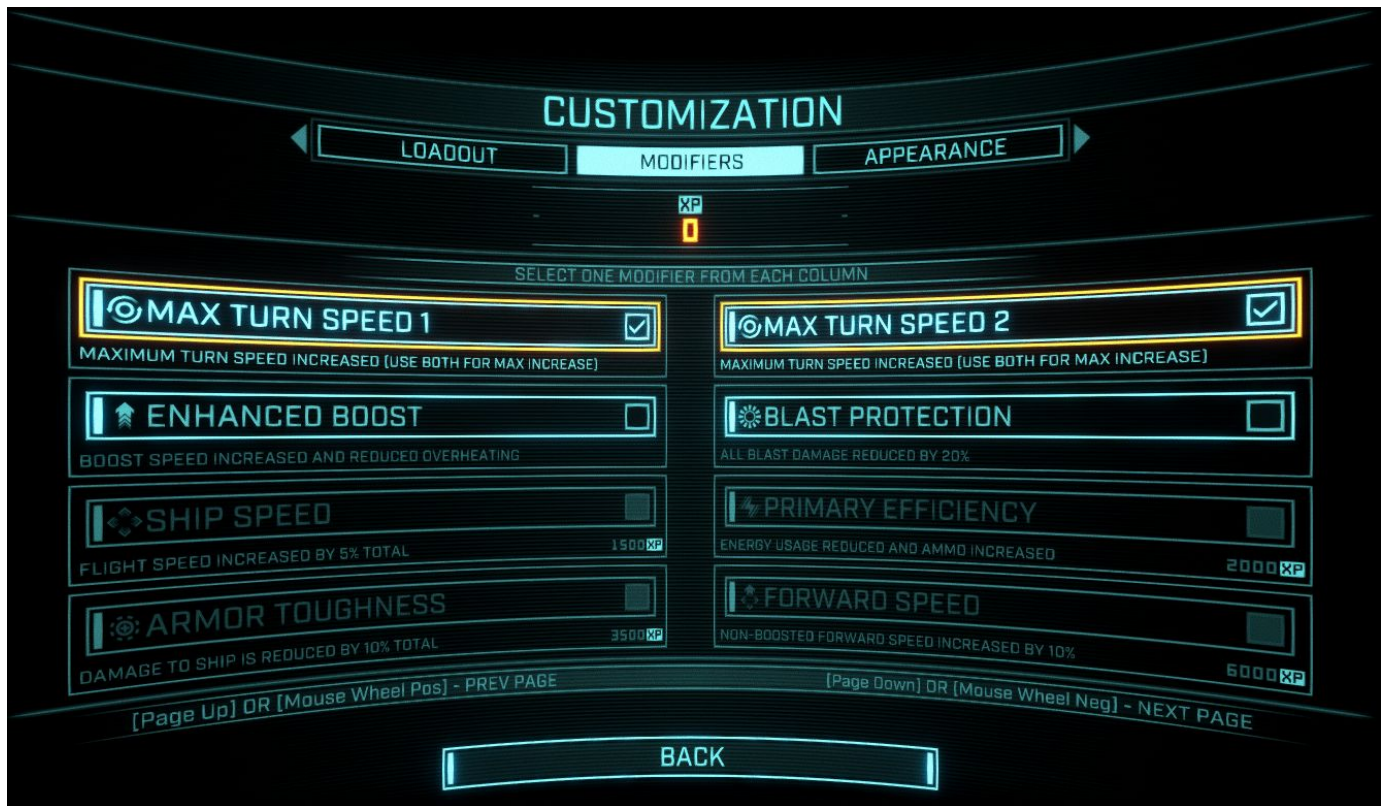
The Modifiers menu will present you with a range of options for equipping passive enhancements to your ship. By default, Max Turn Speed 1 and 2 are equipped. In Multiplayer matches there is a default medium turn speed limiting, more greatly felt by Mouse/KB users. Similarly to the Loadout menu, the Modifiers are locked by XP. You can only choose one modifier from either column, so be sure you've got a balance between the two.

CUSTOMIZE - APPEARANCE
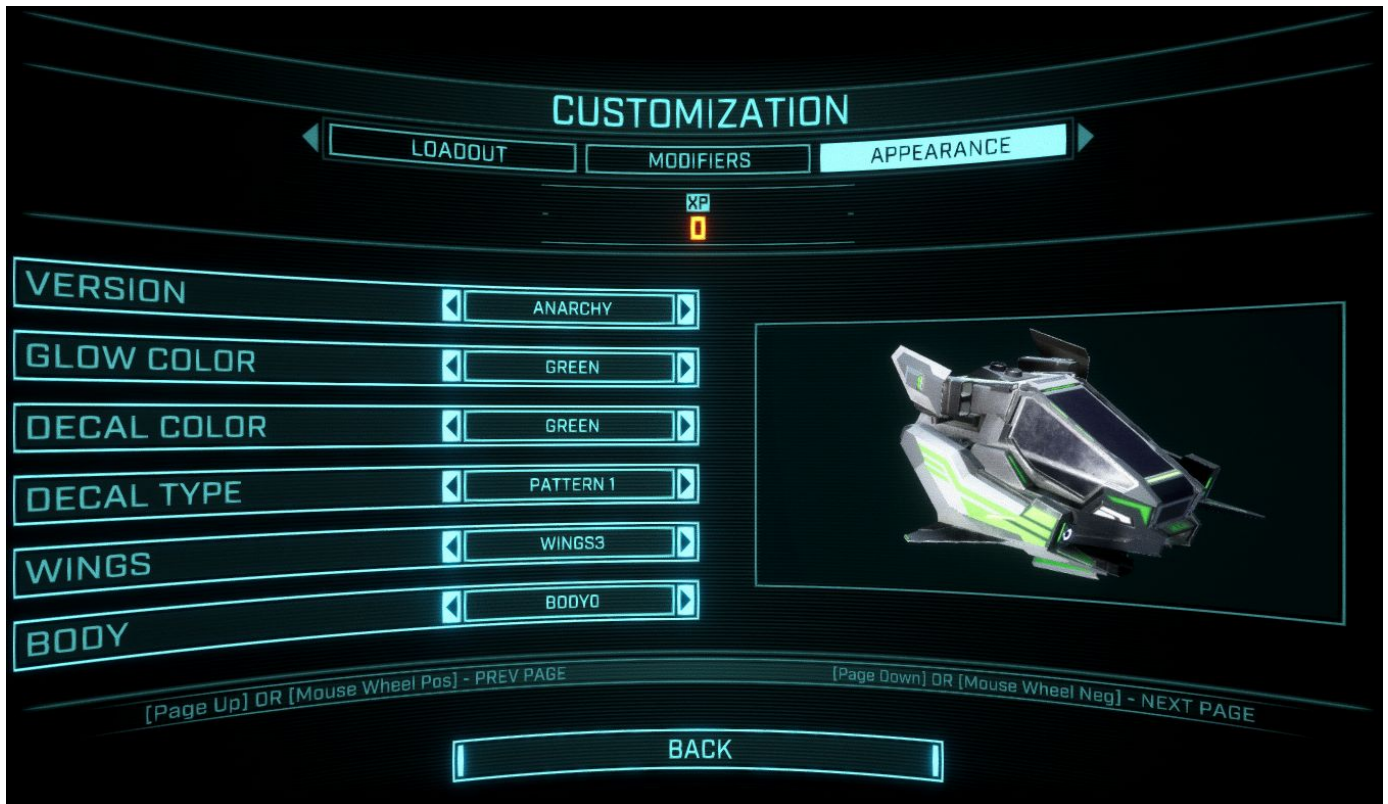
The Appearance menu allows you to change the look of your ship. You can click and drag your ship to rotate it and hold it in place for easier viewing. The settings are as follows:

Version: Choose between Anarchy (free for all) and each team's appearance, customizing your ship for each.

Glow Color: Choose the color your ship will emit, a small glow is visible on every ship in Multiplayer.

Decal Color: Choose the color of the selected Decal

Decal Type: Choose between a variety of Decals included

Wings: Choose between a variety of wings your ship will be equipped with

Body: Choose between a variety of different ship bodies

Note that the Appearance menu will not change the stats or hitbox of the ship, this is only what your ship looks like in game.

PLAY ONLINE

There are three playlists to experience in Multiplayer. The bars next to the playlists show the percentage of current players in the given playlist. You can use the in-game Discord button to join the #play-together channel in Overload's official Discord server to find other people to play with.

Head to Head and Team Anarchy have simple scorekeeping (+1 for kills, -1 for suicides), while Anarchy rewards +/-3 points per kill/suicide and +1 for assists.

Head to Head: Place yourself in a lobby with one other player in a 1v1 matchup. Map selection will favor smaller maps in this playlist. (Time Limit 15:00, Kill Limit 20)

Anarchy: Join a lobby with up to 8 players in a free for all deathmatch frenzy. The player with the most points win. (Time Limit 10:00, Score Limit 60)

Team Anarchy: Join a lobby with up to 8 players in a team deathmatch mode. Friendly fire is off for this playlist, the team with the most points at the end of the match wins. (Time Limit 10:00, Kill Limit 30)

When you queue for a game you can see your rank when you join the lobby by using Spacebar to minimize the status bar. Your rank will be highlighted when placed in a server. The ranks are Bronze, Silver, Gold, Platinum and Diamond. Each rank below Diamond has three subranks, and Diamond will show your numerical rank. You can climb the ranks by performing well and winning in public matches.

While in a lobby you can enter the customize menu and options menu to make last-minute changes. Text chat is also enabled in the lobby and is bound to [B] by default.

Once the countdown timer counts down a map vote will take place. If there is a majority decision that map will be chosen; if there is a tie it will randomly choose one of the tied maps.

PRIVATE MATCH

Upon selecting private match you will be given an option to join or create a private match. If you know the password for a private match you want to join, select join and enter the password there. If you want to create the match select Create Match.
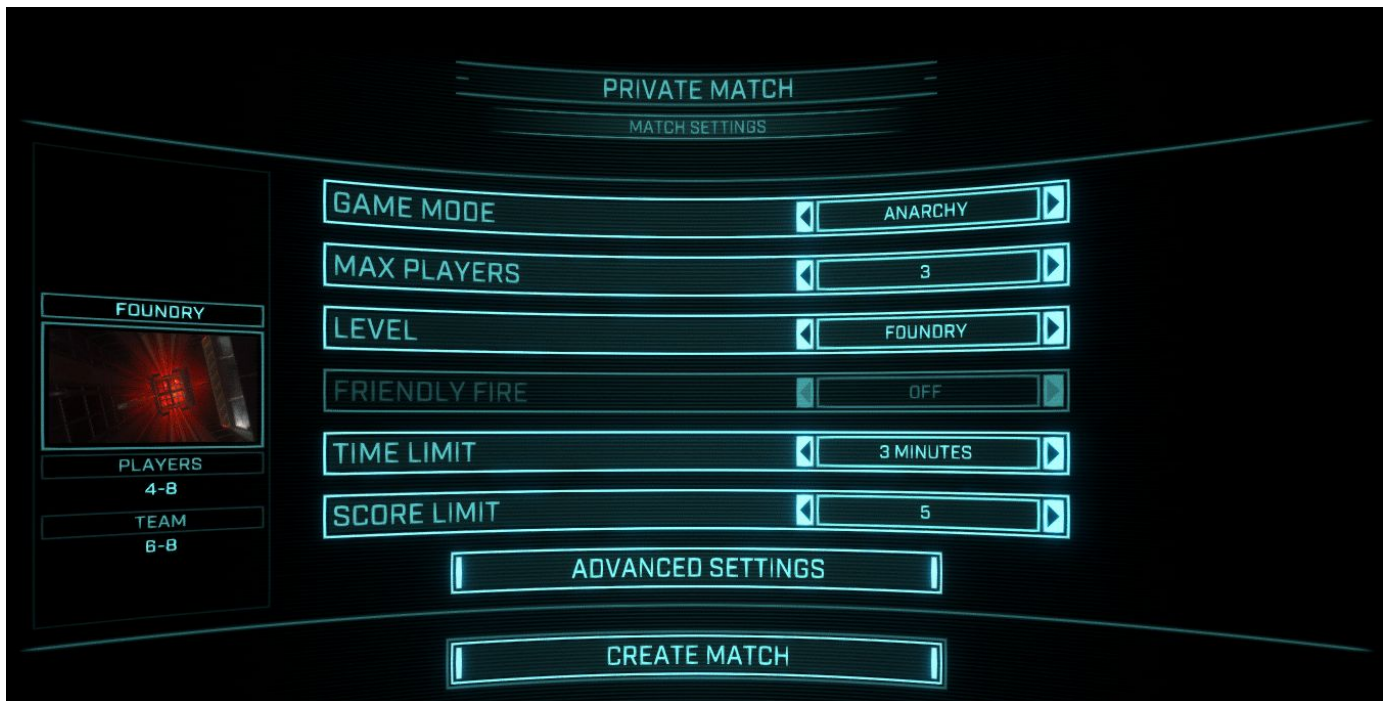
From the Create Match menu you are given a number of options as follows:

Game Mode: Choose between Anarchy and Team Anarchy. If you want a Head to Head match you can change the Max Players below.

Max Players: Select how many players can join the match, yourself included.

Level: Select what map to play on. There will not be a map vote in a private match.

Friendly Fire: Only active if Team Anarchy is chosen, toggle whether team damage can be taken.

Time Limit: Choose from a preset selection of time, including infinite.

Score Limit: Choose from a preset selection of score including infinite.

You can continue customizing the private match in the Advanced Settings.

PRIVATE MATCH – ADVANCED SETTINGS

In Advanced Settings, there are even more options to modify a match to your liking. Show Enemy Names defines how player names will be displayed above their ship. Respawn Time and Respawn Shield set the amount of time between respawns, and the length of invulnerability after respawning, respectively. Finally, Turn Speed Limiting primarily affects mouse & keyboard users, and sets the strength of the limiting effect on turn speed, or turns it off entirely.
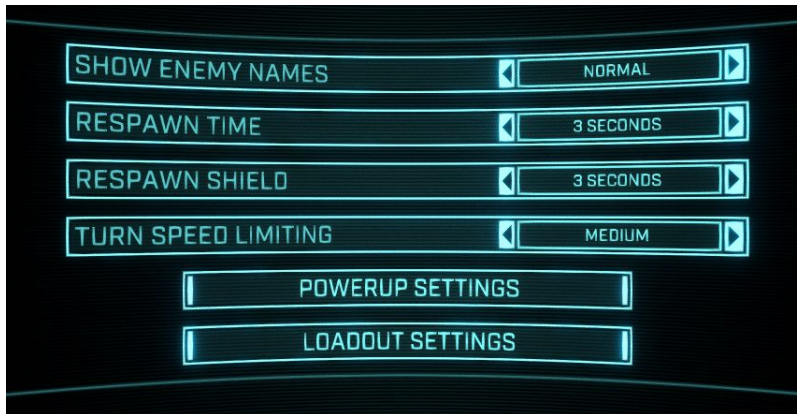
From the Powerup Settings, you can change the frequency and initial amount of power-up spawns. If you select Allowed Powerups, you will be taken to another menu displaying all Primary and Secondary Weapons. Reset will select all weapons, and clear will deselect all. Choose what weapons you want to allow to drop from here.
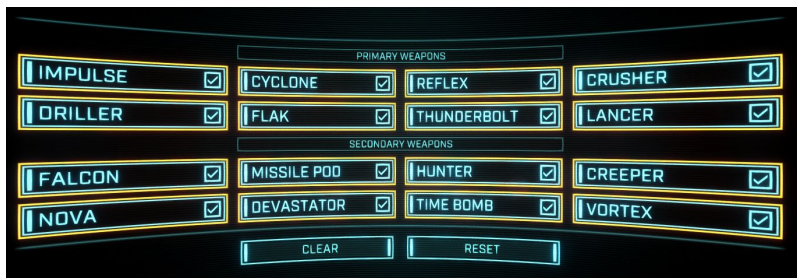
The Loadout Settings allow you to choose what every player starts with by setting Use Custom Loadout to on. You can choose one Primary Weapon and one Secondary Weapon per loadout, as well as limit it to one loadout by selecting none for Custom Weapon 2 and both Missiles. Custom Modifiers can also be set from this menu.
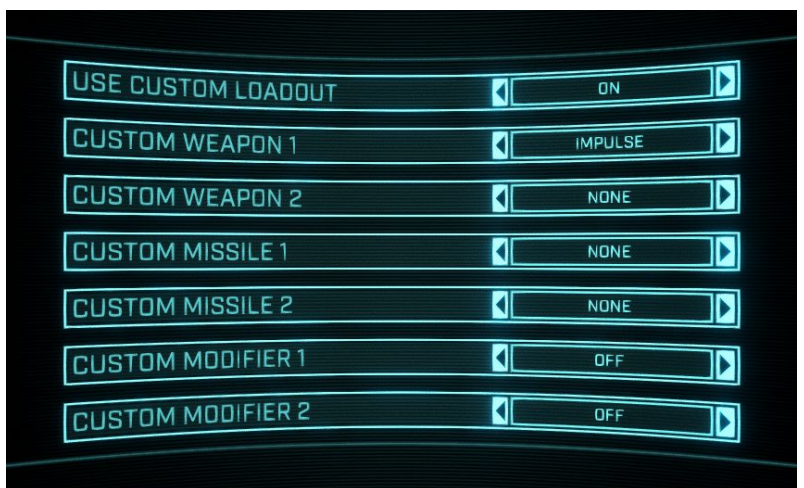
LAN MATCH

A LAN match setup works very similarly to the Private Match setup, but will require a local headless server. If you navigate to where the game is on your machine there will be a file named "RunDedicatedServer" that will automatically launch the game in headless server mode. The game can also be launched regularly on the same computer that runs this. Anyone on the same network as the headless server can create and join a match using the server.

One special note is that you *have* to set the number of players correctly or it won't start. So if you're playing by yourself, set it to 1 (the dedicated server doesn't count). If there are 4 of you, set it to 4.

The headless server runs the normal Overload executable with the settings -nographics and -batchmode.

OVERLOAD CODEX

PRIMARY WEAPONS

Impulse:
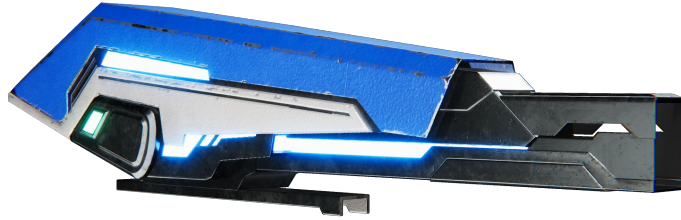
Base: Standard dual energy shots. Uses .25 Energy per shot.

Plus (+): More damage and impact force per shot (~20% each)

Quad (Q): Four shots at once with reduced rate of fire (~15%). Also, Energy use/shot increases by about 60%, while damage and impact force are about twice that of base weapon.

Rapid Fire (RF): Higher rate of fire (~20%), faster shots (~30%), and lower Energy use (~20%)

Cyclone:

Base: Triple-firing high-speed energy blasts. Uses .3 Energy per shot.

Plus (+): Shots travel much farther (no longer limited)

Four Shots (X4): Add central shot and wider firing angle (~10 degrees wider)

Focus (F): Higher rate of fire (~20%), faster shots (~30%), and reduced firing angle (~20 degrees narrower)

Reflex:

Base: Alternate-firing bouncing energy shots. Uses .25 Energy per shot.

Plus (+): Shots redirect towards nearby operators by up to 25 degrees

Rapid Fire (RF): Higher rate of fire (~30%)

Long (L): Shots fly farther (~40%), bounce more (up to 4 times), and redirect up to 45 degrees

Crusher:

Base: Semi-auto high-powered wide blast. Uses 6 Ammo per shot.

Plus (+): Reduced firing delay (~10%)

Extra Damage (DX): Higher damage (~20%) and impact force (~10%), and reduced firing angle (~15%)

Automatic Fire (AF): Automatic alternating fire, with a reduced firing angle (~15%). Also damage, Ammo use, and force per shot is about half that of plus, with refire delay being about 1/3rd.

Driller:
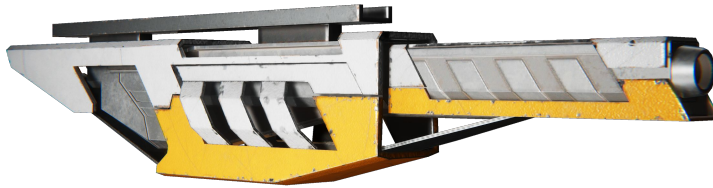
Base: Long-range explosive shot. Uses 2 Ammo per shot.

Plus (+): Higher rate of fire (~20%)

Extra Damage (DX): Higher damage and impact force (~35% each)

Mini (M): Smaller (~50%), much faster firing shots (~30%), with reduced Ammo usage. Does about ⅔ damage of base Driller with double the rate of fire and about 40% force per shot.

Flak:

Base: Rapid-fire short-range micro-explosives. Uses 1 Ammo per shot.

Plus (+): Higher rate of fire (~20%)

Extra Damage (DX): Higher damage and impact force (~20% each)

Vulkan (VK): Ramped rate of fire (~10%), and shots fly farther (~50%)

Thunderbolt:

Base: Dual charging exotic energy cannon
Plus (+): Shots pass thru operators and can hit multiple targets
Max Damage (MX): Higher max power and charging rate, and faster shots (~15% each)
Robot Tracking (RT): Shots track towards operators
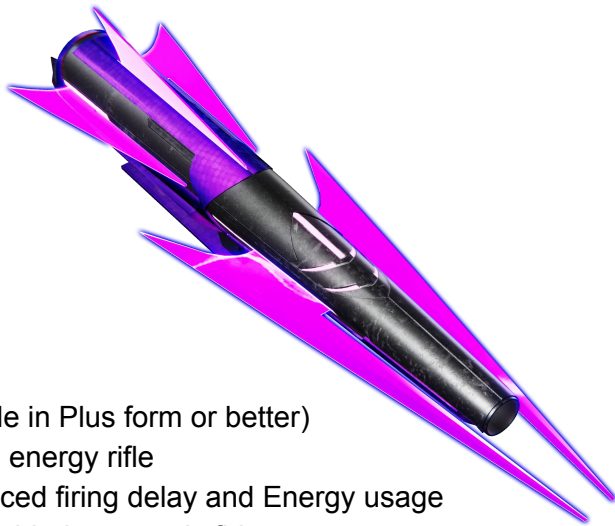
Lancer:

Base: N/A (Only available in Plus form or better)
Plus (+): Dual semi-auto energy rifle
Conservative (C): Reduced firing delay and Energy usage
Single-Fire (SF): Single-sided automatic firing

SECONDARY WEAPONS

Falcon:
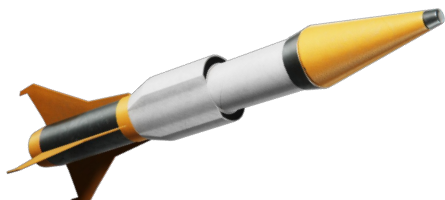
Base: Fast-moving mid-sized missile. Max ammo of 20.
Plus (+): Higher damage (~15%), larger explosion, and more max ammo (up to 24)
Max (MX): Higher damage (~15%) and rate of fire (~25%), and faster speed (~33%)
Tracking (T): Missiles track towards operators

Missile Pod:

Base: Small rapid-fire missiles. Max ammo of 100.
Plus (+): Pods track towards operators
Extra Shots (XS): Higher damage (~40%) and more max ammo (up to 120)
Superior Tracking (ST): Better tracking ability

Hunter:

Base: Small dual-firing target-tracking missiles. Max ammo of 16.
Plus (+): Higher damage (~20%)
Wide (W): Fire three missiles at once
Extra Tracking (XT): Better tracking, faster speed (~10%), and higher max ammo (20)

Creeper:
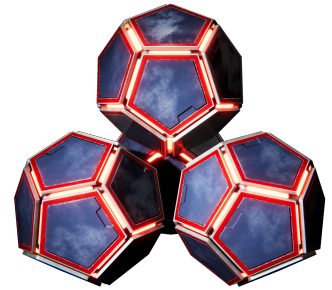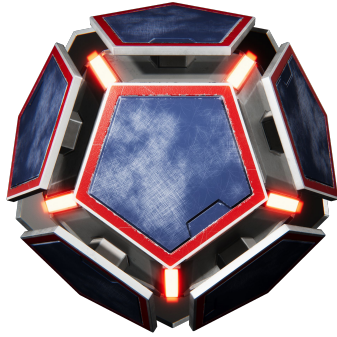
Base: Slow-moving mines that track targets. Max ammo of 48.
Plus (+): Longer time until detonation (~50%)
Extra Shots (XS): Higher damage (~40%) and more max ammo (up to 60)
Superior Tracking (ST): Much improved tracking

Nova:

Base: Medium explosion with target-tracking energy blobs. Max ammo of 5.
Plus (+): Higher damage (~10%), better blob tracking, and faster speed (~50%)
Extra Blobs (XB): Higher blob damage (~10%), more blobs (50%) and more max
      ammo (up to 10)
Cluster (CL): Fast explosion, better tracking, higher damage (~10%), more max
      ammo (up to 10)

Devastator:
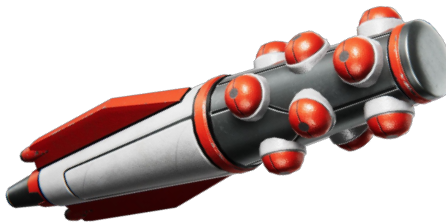
Base: Massive dumbfire missile with explosive shrapnel. Max ammo of 5.
Plus (+): Manually detonate with second press while in-flight
Penetrating (PT): Hull-piercing ability, faster speed (~20%), and more max ammo
      (up to 8)
Extra Shots (XS): Higher damage (~30%), bigger explosion, more shrapnel and
      max ammo (up to 8)

Timebomb:

Base: Quantum explosive that slows down time

Plus (+): Stuns all nearby operators on detonation

Longer Time (LT): Longer stun and time distortion, and more max ammo

Extra Shots (XS): Faster flight, much higher damage and more max ammo

Vortex:

Base: N/A (Only available in Plus form or better)

Plus (+): Gravity-distorting Vortex missile

Extra Gravity (XG): Vortex deals constant damage, and more max ammo

Longer Pulse (LP): Vortex lasts longer, and more max ammo

AUTONOMOUS OPERATORS

GOBLIN: Smelting Blasters

For nearly two decades, the Goblin-class Auto-Op has served as the backbone of Juno Offworld's mining operations in the asteroid belt. When Cronus Frontier was established, Kantor had the Goblin shipped to Titan in significant numbers. Though this Auto-Op can operate continuously for long periods, its smelting blasters tend to overheat if not maintained on a regular basis.
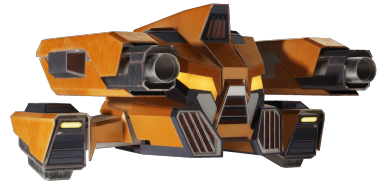
Variant: Impulse
Super: Missile Pods

OGRE: Flak VK

A modification of the Goblin Auto-Op, designed specifically to showcase the capabilities of the Flak Cannon. It is highly effective at its role, reducing rubble to a fine powder. These capabilities were found to be complementary to the Goblin's Smelting Blasters, so the units are often deployed together.

Variant: Vulcans
Super: Nova Mini-Blobs

GORGON: Plasma Core Blasters

The first Autonomous Operator designed exclusively for security. It was mass-produced by Juno Offworld Automation in 2111, with many Earth-Mars-Belt corporations making large orders. Following the miner revolts of 2113, some of the Gorgons were repurposed as mining Auto-Ops, while others still serve as security in less-populated outposts.

Variant: Missile Pods
Super: Falcons

SCORPION: Diamond-Tipped Claws

After the Goblin offered only minor efficiency gains compared to human-operated mining vehicles, the Scorpion was designed to explore the lack of physical limitations of an Autonomous Operator as a potential advantage. It features four very powerful arms with diamond-tipped claws, effective at precisely breaking apart tough materials.

KRAKEN: Impulse

An advanced security Auto-Op based on the Gorgon specification. Development of the Kraken was authorized by Juno Offworld Automation only because the project made use of the excess Gorgon units. Gabriel Kantor insisted on producing them to protect the Cronus Frontier facilities, despite no unlicensed spacecraft ever venturing past Jupiter.

Variant: Reflex
Xeno: Xeno Missile Pods+

Variant: Plasma Core Blasters
Super: Hunters
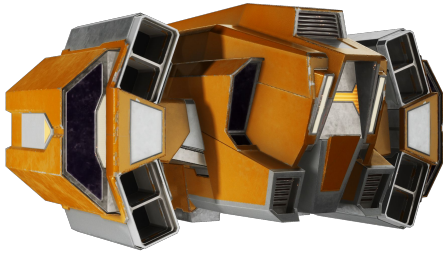
TRITON: Falcons

A very sturdy Autonomous Operator with heavy duty Falcon missiles. It is usually deployed in areas where quantity of displacement is more important than precision. The Triton is programmed to unload its arsenal and then retreat to more stable areas where continued operation is more likely.

GOLEM: Internal Explosives

The materials production pipeline for Devastator missiles never achieved the efficiency expected, so most of them were repurposed as Golem parts. Golems are a highly-effective delivery system for large explosive loads, but they are essentially half of a Devastator missile shoved in the belly of a low-budget operator.

SHREDDER: Dual Mining Blades

Materials and algorithmic advances allowed for more balance and power in blade-centric mining in 2116, leading to the development of the Shredder operator. It has proven to be a proficient mining Auto-Op, with its only drawbacks being the amount of debris and noise it generates, and the high cost of replacement blades.

HARPY: Reflex

Developed alongside the Reflex energy Cannon, the Harpy operator was modified mid-development to focus on a security role, given the Reflex's lack of mining utility. Due to their low production costs, non-threatening appearance, and ability to work in groups, the Harpy was produced in large numbers for Titan facilities.

Variant: Smelting Blasters
Super: Cyclone

WYVERN: Missile Pods

Designed to explore mines and cavern networks, the Wyvern is equipped with an advanced radar array hidden behind its main visor. This Auto-Op moves quickly through existing tunnels while dispersing small explosives and searching with its sensors to detect new mineral deposits within solid surfaces.

Super: Driller M

SCOURGE: Creepers

The final operator produced in Cronus Frontier's technology-sharing initiative, the scourge shares many components with the harpy while delivering a more explosive payload. The Scourge excels in both security and mining roles while being affordable. Cronus Frontier has quietly begun selling it to asteroid belt corporations who regard another miner revolt as highly unlikely.

Variant: Falcons
Xeno: Thunderbolt RT

HYDRA: Cyclone

A more advanced version of the Wyvern Auto-Op, the Hydra was designed to support both security and mining Auto-Operators. The Hydra is able to explore at a higher speed and longer duration than the Wyvern, but its Cyclone cannon is more suited to security than mining, so its utility to Cronus Frontier has been limited.

Super: Reflex

GUARDIAN: Driller Clusters

Following the success of the Driller's development, the engineers at Titan took its most durable operator design (Triton) and grafted on Driller Clusters in place of the normal Falcon launchers. This recent combination resulted in the first military-specific autonomous operator built by Cronus Frontier.

Xeno: Vulcans

VALKYRIE: Vulcans

The Valkyrie's production and design documentation contains multiple anomalies and redacted sections, and records indicate the weapon systems were replaced at the last minute after an unlisted energy cannon project failed. The Valkyrie design appears to be based on another Autonomous Operator, but it bears little resemblance to other Cronus Frontier designs.

REAVER: Driller M / Internal Explosives

The Reaver's design and production documentation is mostly redacted, and never specifies the Auto-Op's intended purpose, but it is definitely an evolution of the Golem design. The specified AI routines appear barely changed from the Golem's, with weapon firing and target-selection systems being modified, but the latter code is encrypted.

PHANTOM: Diamond-Tipped Claws

Aside from sensors detecting unknown Auto-Ops, the only indication that this Auto-Op model exists is a 2117 production manifest from Titan indicating delivery of 27 Scorpion units to Enceladus for the 'Phantom Project'. There appears to be no record of what happened to those units, and the Auto-Op transponders appear to be experiencing interference.

INVICULUS: Lancer

Little is known about this Auto-Op, other than it being the inspiration for the Valkyrie. The comparisons end quickly, as the advanced energy weapon this Auto-Op carries is beyond the technology of anything developed by Juno Offworld Automation in both its miniaturization of components and energy density profile.
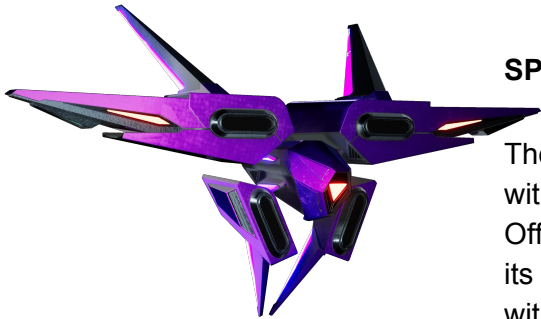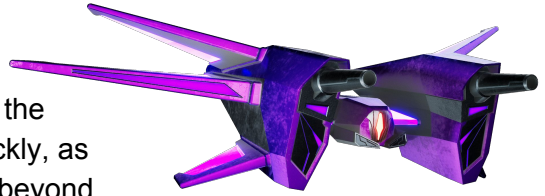
SPECTRALUS: Xeno Blasters

The technology that allows the Spectralus to instantly teleport without assistance is at least a few decades ahead of Juno Offworld's current equipment. As is the source of the energy for its weapons. Overall, the Spectralus seems to be more efficient with its energy use than should even theoretically be possible.

THEMUNCULAR: Xeno Missile Pods

Similar to the Spectralus, the Themuncular has teleporting capabilities that would revolutionize Juno Offworld Automation. These dominant alien vessels have multiple missile launchers that can rapid-fire powerful Xeno Missile Pods, which outclass their similar-looking normal counterparts.
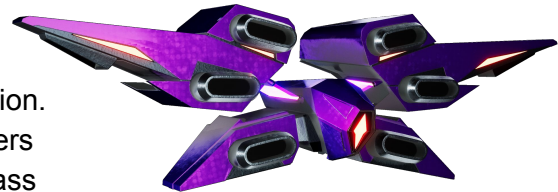
SPERION: Internal Explosives

Forgoing a ranged component, the Sperion causes destruction using a smaller, but much more powerful payload than other similar craft. Their core design boils down to an explosive device with a basic targeting computer. Don't be fooled by their simplistic AI; these enemies employ swarm tactics, making them especially deadly.

CHEATS

CHEATER! ALL WEAPONS UNLOCKED AND FULL AMMO
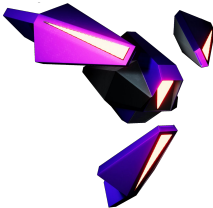
In order to use cheats, you need to be in-game (not in a menu) and just type out the code listed below on your keyboard. When you successfully enter a cheat code, you'll get an on-screen message indicating it worked. Codes will work in Challenge Mode and Story Missions, but not in Multiplayer. **Note: If you use any Cheats, Achievements and Leaderboards will be disabled for that run.**

For Story Missions, using a cheat and completing a level will carry your 'cheater' status over to the next level - if you're not sure if you had cheated (from saving and coming back later), you can look in the pause menu for a small 'CHEATER' indicator.

inferno	Invulnerable
entropy	Get all Weapons & Missiles at the base level
quartzon	Slow Motion
buffet	Gain 50 Upgrade & Super Upgrade Points
kofusion	Powerful Weapons (damage/projectile speed/force all increase)
boombots	Super Explosions
inflation	Bots change size 50% → 200% depending on Armor (start small, get bigger)
blaze	Faster Ship, Unlimited Boost
triggered	Unlimited Ammo/Energy for all Weapons
smashy	Super Smash Attacks
blackdog	Max Armor, Energy, Ammo & Missiles
weapon	Cycle through currently-selected Weapon's Upgrades
missile	Cycle through currently-selected Missile's Upgrades
politely	Bots fire less often with slower projectiles
molasses	Bots move/turn slower
biggrove	Armor regeneration (up to 100 - similar to being inside an Energy Center)
fernandos	Set Security Level to 3
tuberacer	Always move forward (hold 'back' to stop, or forward to go faster)
astral	Toggle Collision with the level (fly through walls)
myonlyhope	Enable HoloGuide (in New Game+)

ACHIEVEMENTS

A Real Challenge: Score 100,000 in Challenge Mode on Hotshot

A Winner Is You: Win 25 matches in Multiplayer (matchmaking, team or anarchy)

Ace Pilot: Finish the Cronus mission on Ace

Ahimsa: Complete Challenge Mode Countdown with 0 kills (Rookie or harder)

Are You Insane?: Score 100,000 in Challenge Mode on Ace

Awesome Aggression: Get 100 kills in Challenge Mode Countdown (Hotshot or harder)

Bright Light! Bright Light!: Destroy an operator using only Flares

Demo Derby: Smash 10 operators in one level

Destroyer of Souls: Get 1000 kills in Multiplayer

Double Dipper: Finish New Game+ (Ace or harder)

Down by 40: Kill every operator on Ymir Outpost

Embrace the Darkness: Complete Phoebe Refinery without using the Headlights or Flare

Flyin' Solo: Finish a Cronus level without picking up a single power-up (except keys)

Fully Loaded: Fully upgrade every weapon and missile in the Cronus mission

Goblin King: Get 100 kills in Labyrinth

Goliath Goes Down: Complete the Outer Moons levels

Hotshot Pilot: Finish the Cronus mission on Hotshot

Infinite Forever: Get 100 Challenge Mode Infinite kills on every level (Rookie or harder)

Insane Pilot: Finish the Cronus mission on Insane

Just Practicing: Get 500 Challenge Mode kills on Trainee

Killing Spree: Get 20 consecutive Challenge Mode kills without taking damage

Lost and Found: Give the Hologuide a command in 5 different Cronus mission levels

Master of None: Get a kill with every weapon & missile in Multiplayer

Missile Phobia: Max out all Secondary ammo at the same time

Nearly Impossible: Get 100 Challenge Mode kills on Insane

No Dead Cats: Finish 5 Cronus levels without finding any secrets

No Stone Unturned: Find every secret in the Cronus mission

No Time to Save: Finish the Cronus mission in under 3 hours of playtime without saving

Not Bad: Score 100,000 in Challenge Mode on Rookie

Omega Man: Get 40 kills in each secret level in the Cronus mission

One Hand Tied: Get 50 Challenge Mode kills in one session without firing a Primary (Secondary/smash only)

One Small Step: Complete the training mission

Pacifist: Complete a Cronus level without killing any auto-ops (Rookie or harder)

Pathfinder: Complete the Cronus mission without using the Hologuide at all

Persistence: Die 1000 times in Multiplayer

Ready for Action: Finish 10 matches in Multiplayer (matchmaking)

Rear View: Finish a Cronus level flying only backwards (no sliding or forward movement)

Rescue Ranger: Recover every Cryotube in the Cronus mission

Restricted Mode: Finish the Cronus mission without upgrading anything

Robocide: Destroy 1000 operators

Run or Die: Survive to the end of Countdown (Ace or harder)

Such Wonderful Toys: Unlock all the Challenge Mode and Multiplayer upgrades & loadouts

Taurus Tumbles: Complete the Titan levels

Terminal Velocity: Complete the Cronus mission (Trinidad ending)

The Big Bang: Complete the Cronus mission (Beale ending)

The Kulas: Kill yourself with a Devastator 10 times

Third Street: Break every monitor in the Cronus mission

Unarmored: Get 500 Challenge Mode kills on Rookie

Unbreakable: Score 50,000 and survive to the end of all Challenge Mode Countdown levels (Rookie or harder)

Untouchable: Destroy every robot in a Lockdown without taking damage (Rookie or harder)

CREDITS

OVERLOAD

OVERLOAD

STRATEGY GUIDE

REVIVAL
PRODUCTIONS